



Date 08/13/12

8/24/12

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☐ Design Board
- ☐ Final Board

"Vault of Bones"  
~~"Finn's Plan"~~

1014-116

~~Conformed Board~~  
DESIGN



Adventure Time Created by  
Pendleton Ward

Creative Director  
Adam Muto

Storyboard by  
Kent Osborne & Somvilay Xayaphon

# ADVENTURE TIME



Page 01

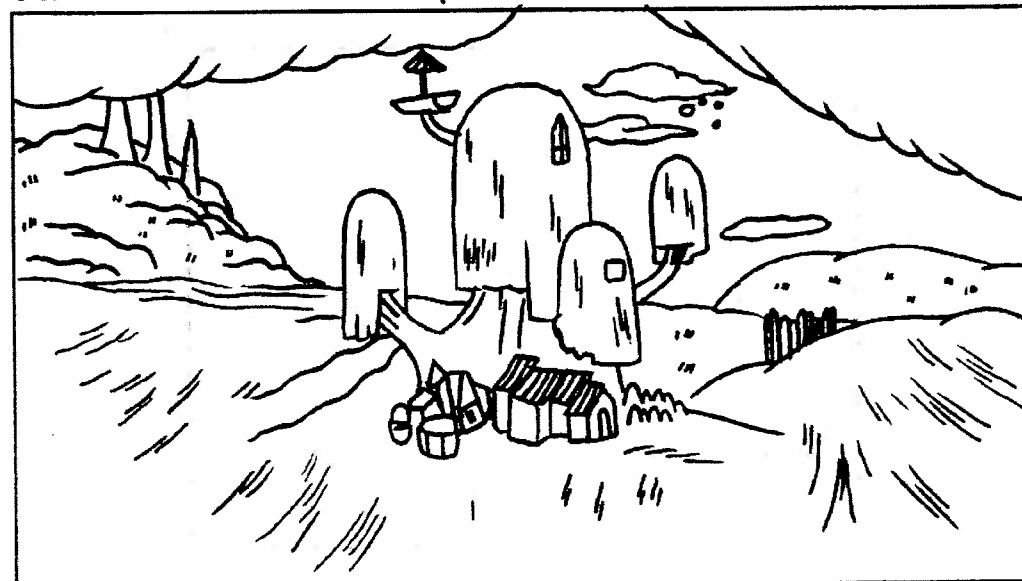
day night

Sc. 01

Pnl. A

Bg.

day night



Dialog:

WRITTEN/ STORYBOARDED BY  
KENT OSBORNE  
SOMVILAY XAYAPHONE

Action:

-EXT treehouse.

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



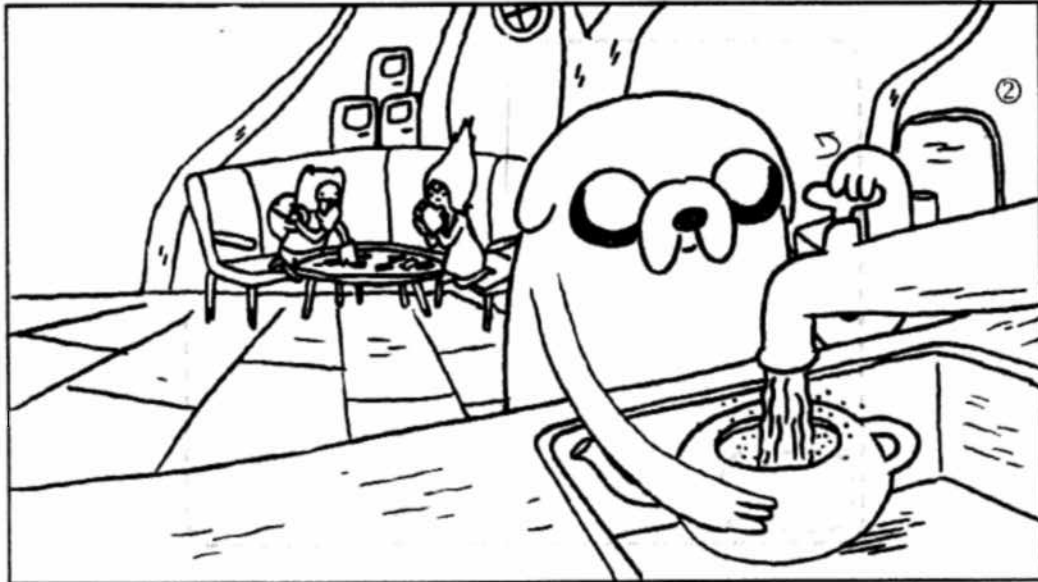
Page 02

Sc. 02

Pnl. A

Bg.

day night

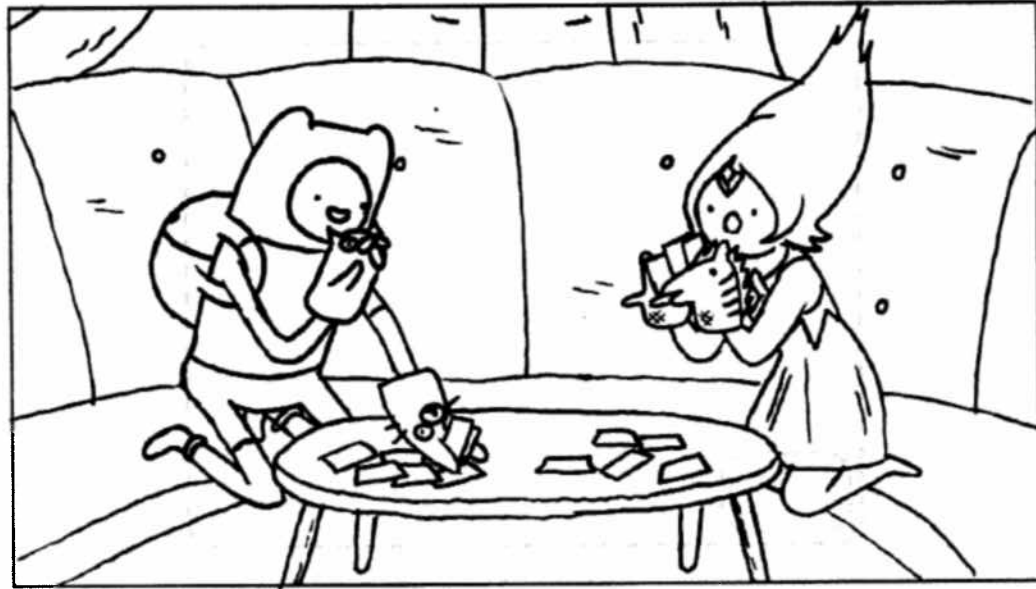


Sc. 03

Pnl. A

Bg.

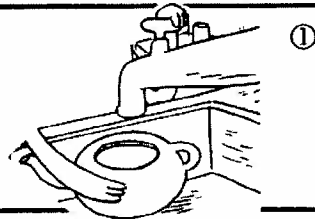
day night



EPISODE # 1014-116

Production :

Dialog:



Action:

- Flame Princess hanging out with Finn and Jake. - JAKE TURNS ON TAP.

- Finn and FP playing cards. WEARING OVEN MITTS.  
- FP'S OVEN MITTS ARE MADE OF STEEL.

Timing:

# ADVENTURE TIME



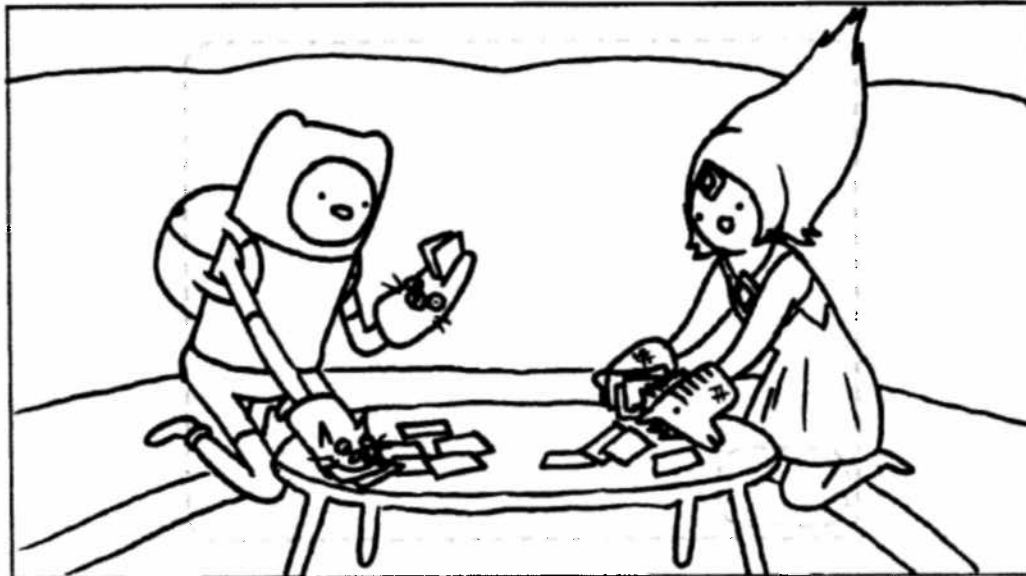
Page 03

Sc. 03

Pnl. B

Bg.

day night

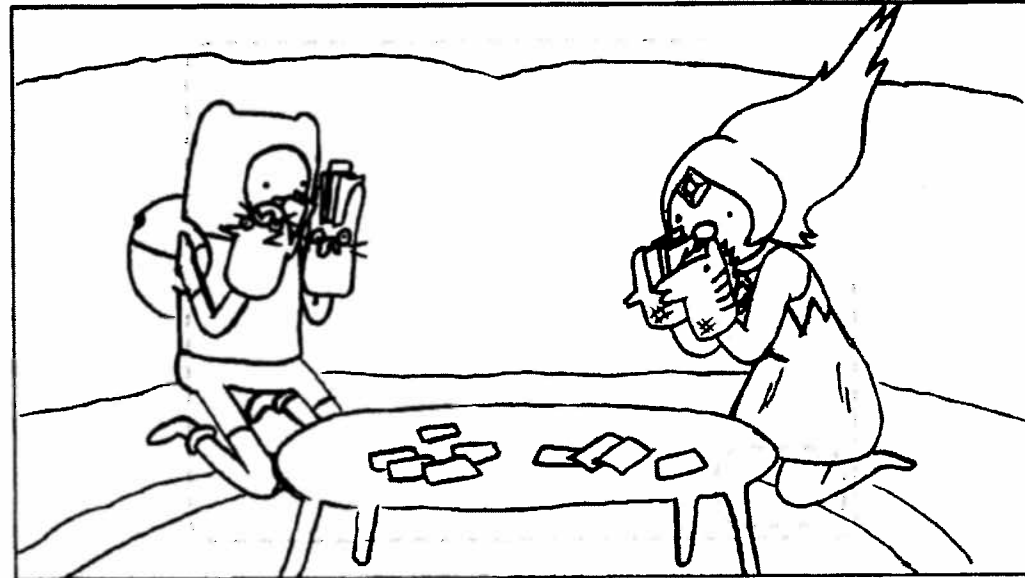


Sc. 03

Pnl. C

Bg.

day night



EPISODE # 101 / 116

Dialog:

Action:

- FINN GRABS CARDS WITH RIGHT MITT.

- FINN EXAMINES CARDS

- FP EXAMINES HER CARDS.

Timing:

Production :



# ADVENTURE TIME



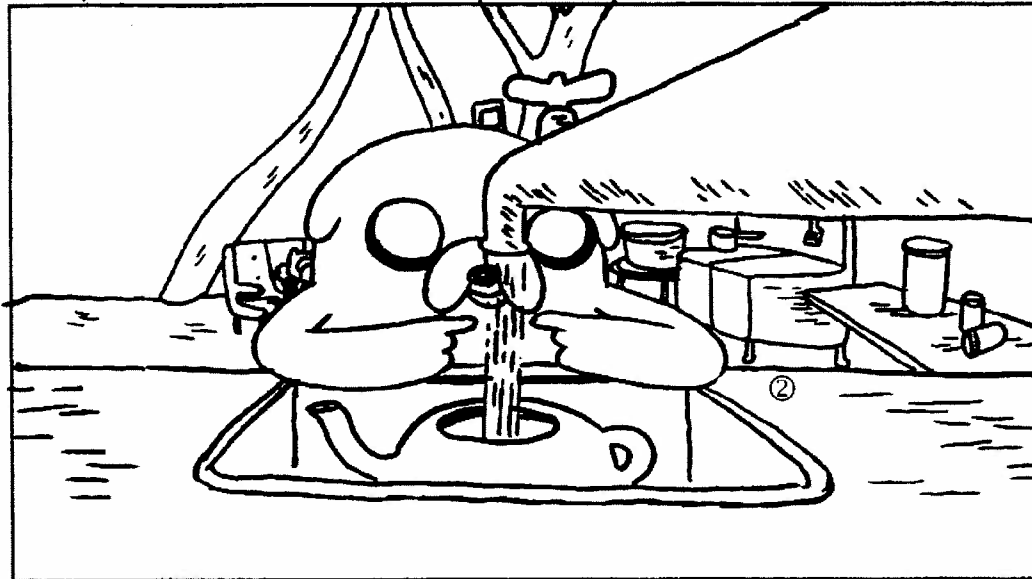
Page 04

Sc. 04

Pnl. A

Bg.

day night

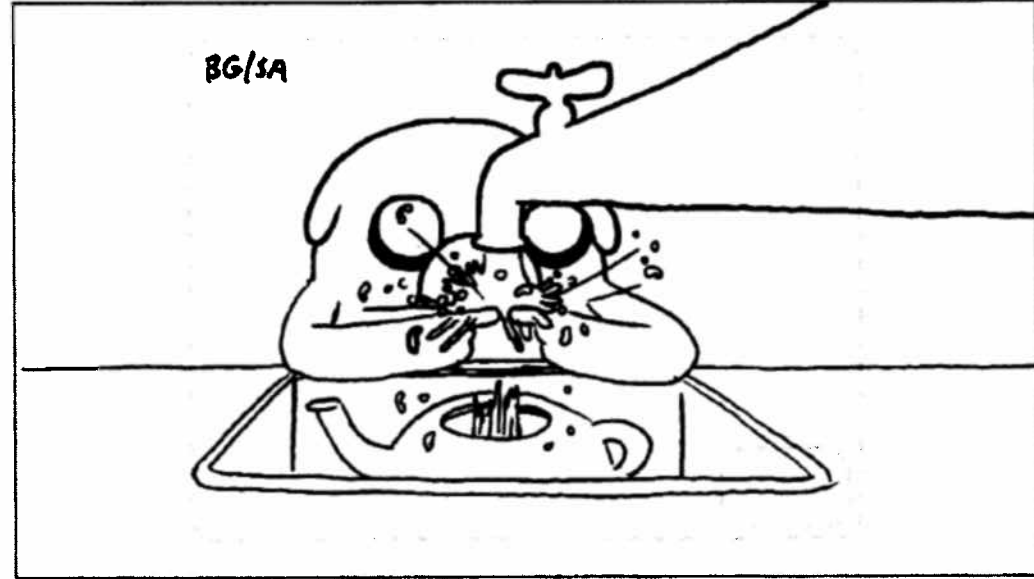


Sc. 04

Pnl. B

Bg.

day night



1014-116

EPISODE #

Production :

Dialog:

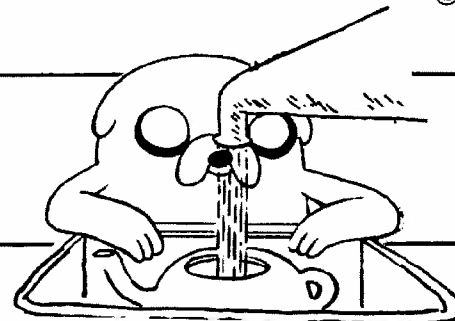
SFX: \*PSHHHH\*

Action: JAKE poking flow of water.

①

Cycle Pnl's A & B

Timing:



# ADVENTURE TIME



Page 5

Sc. 05

Pnl. A

Bg.

day night

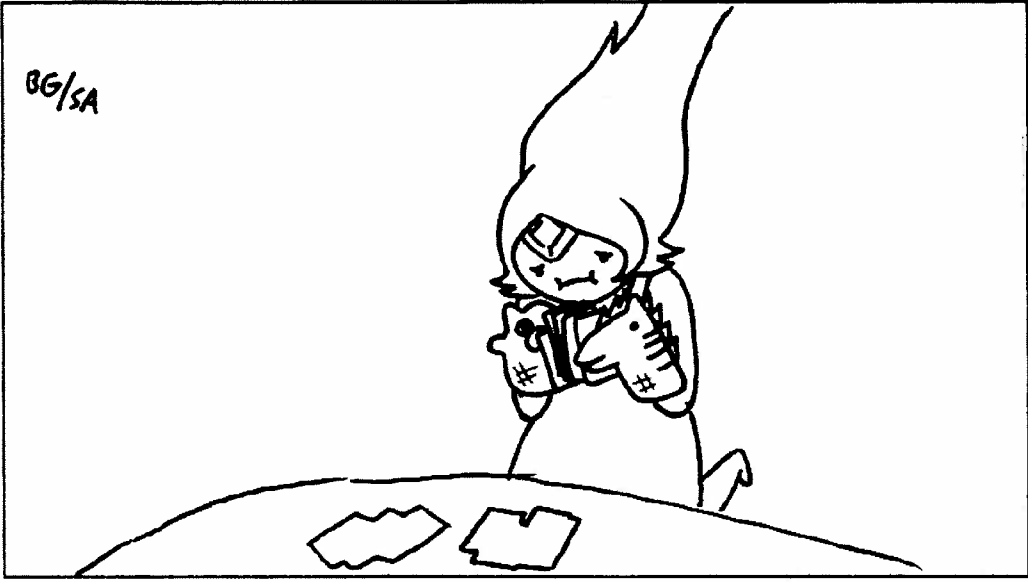


Sc. 05

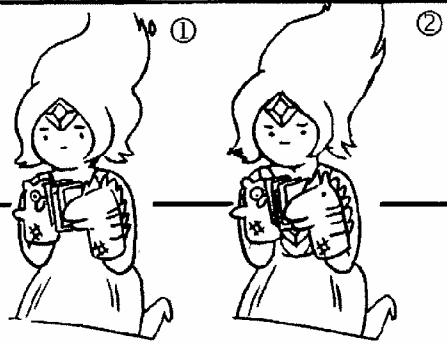
Pnl. B

Bg.

day night



Dialog:



Action:

- FP looks sorta depressed.

Timing:

EPISODE # 1014-116

Production :

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# ADVENTURE TIME



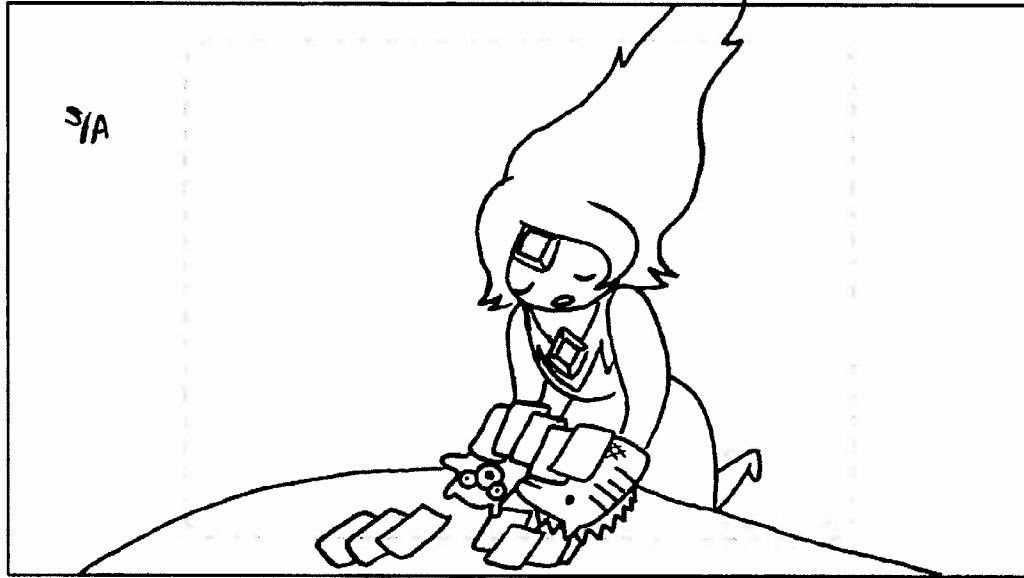
Page 6

Sc. 05

Pnl. C

Bg.

day night



Sc. 05

Pnl. D

Bg.

day night



EPISODE # 1014-116

Production :

Dialog:

FP: [ SIGH ]

Action:

FP sighs.

Timing:

# ADVENTURE TIME



Page 07

Sc. 06

Pnl. A

Bg.

day night



Sc. 06

Pnl. B

Bg.

day night



06/CA

EPISODE # 1014-116

Dialog:

Ⓔ What's up?

Action:

- FINN LOOKS UP

Timing:

Production :

# ADVENTURE TIME



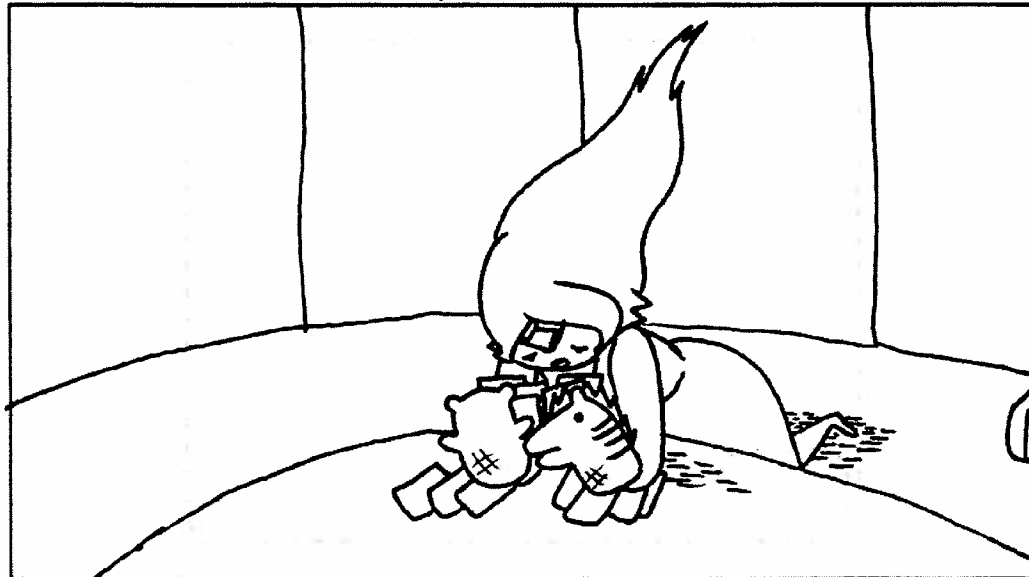
Page 08

Sc. 07

Pnl. A

Bg.

day night

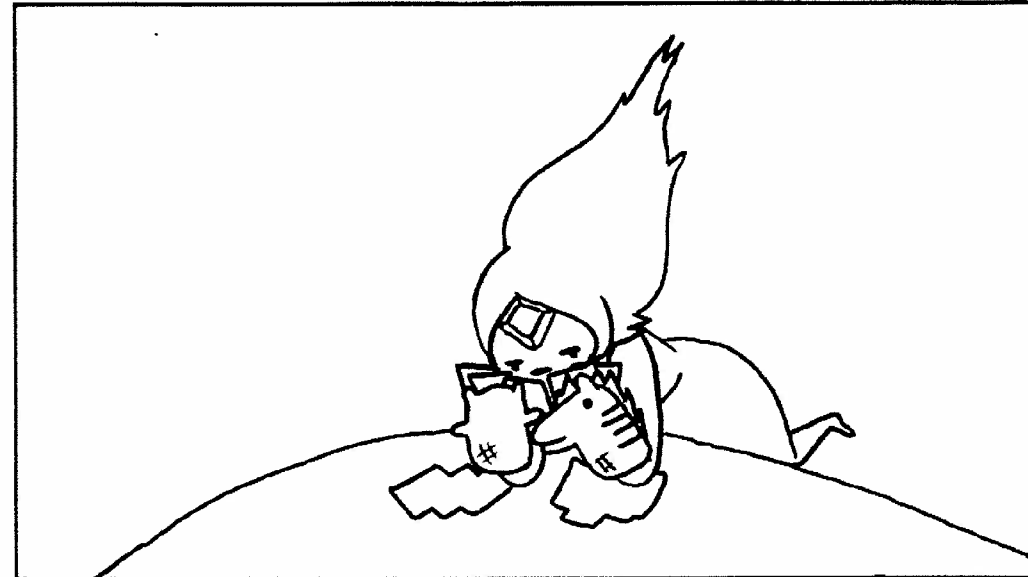


Sc. 07

Pnl. B

Bg.

day night



Dialog: (FP) Nothing. I dunno...

Action:

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



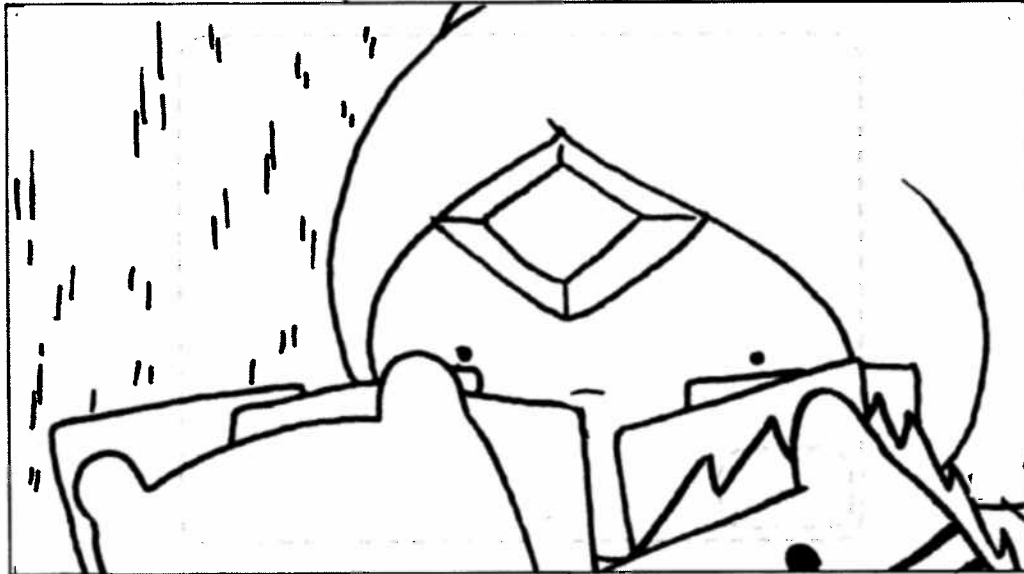
Page 9A

Sc. 7A

Pnl. A

Bg.

day night

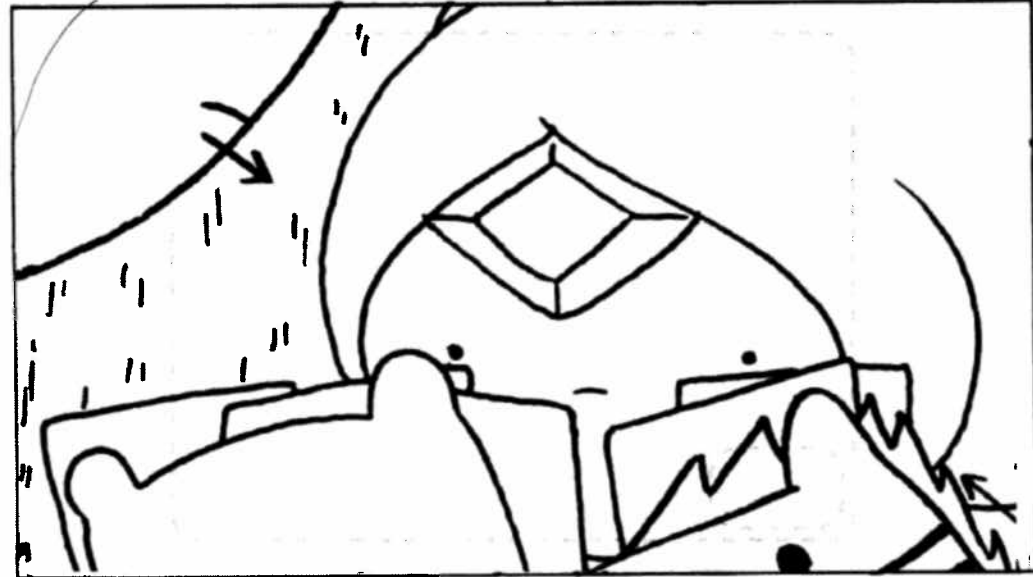


Sc. 7A

Pnl. B

Bg.

day night



EPISODE # 1014-116

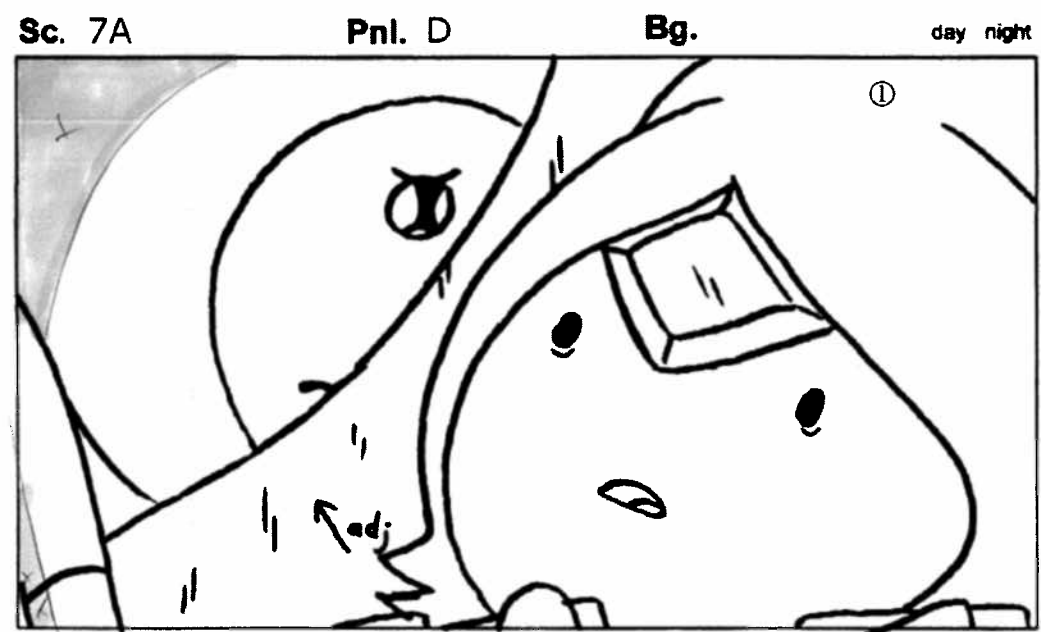
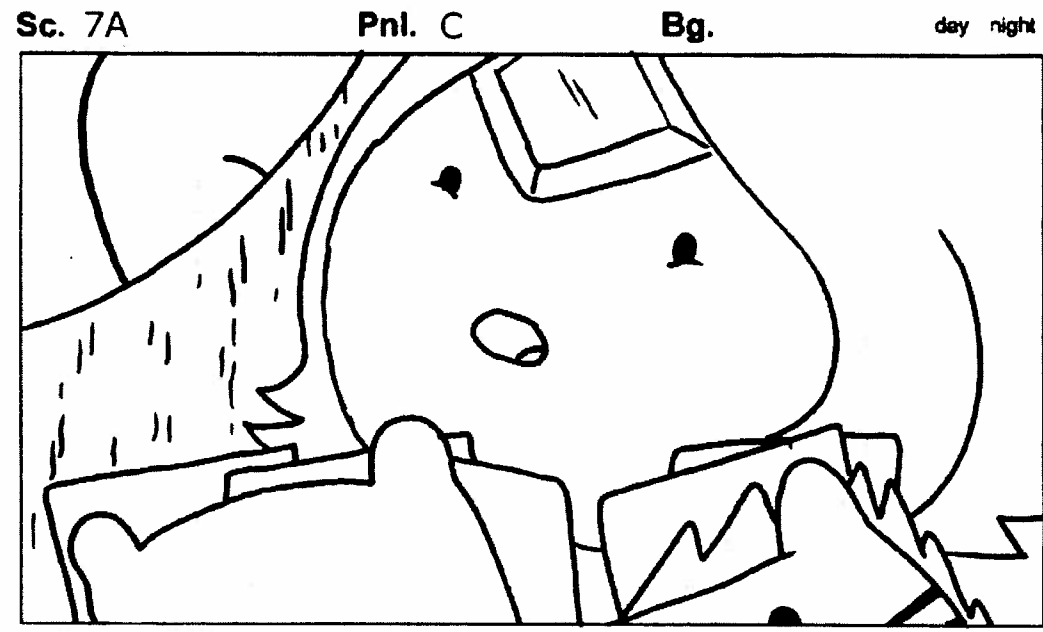
Production :

Dialog:

Action: -FP looking intensely at her cards. -Finn's mouth comes in.

Timing:

ADVENTURE TIME



EPISODE # 1014-116

Dialog:

Action:

Timing:

- FP catches Finn making a funny face.  
- AOW. UP TO FINN



Production :

# ADVENTURE TIME



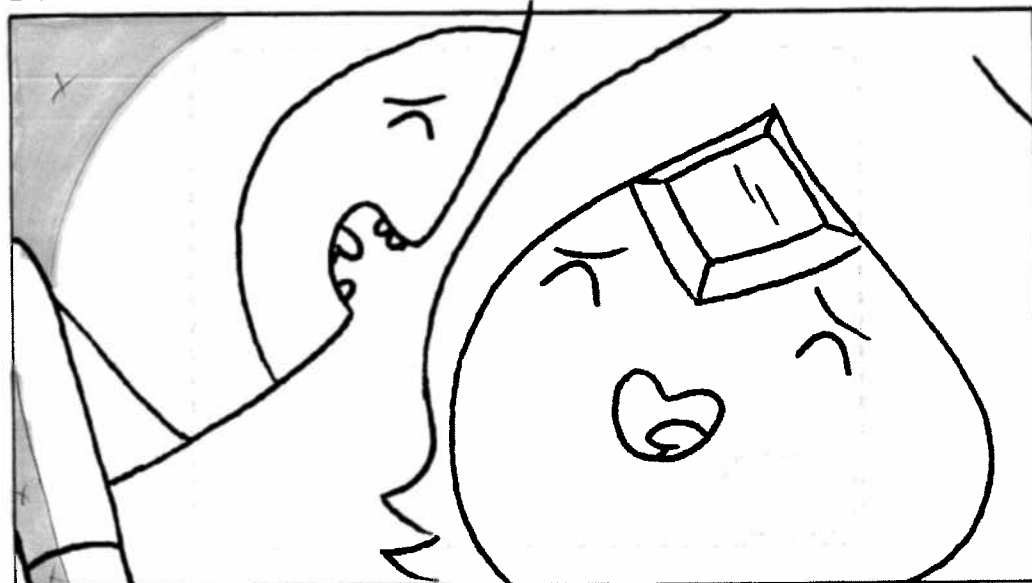
Page 11

Sc. 7A

Pnl. E

Bg.

day night

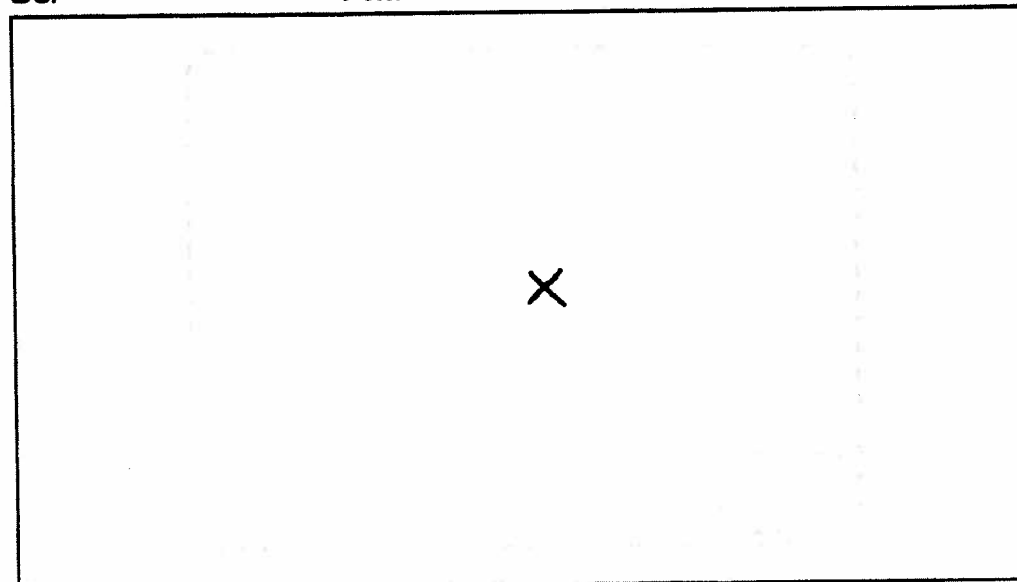


Sc.

Pnl.

Bg.

day night



Dialog:

F  
EP: [ LAUGHING ]

Action:

- They laugh.

Timing:

EPISODE # 1014-116

Production :



ADVENTURE TIME



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Sc. 08

Pnl. A

Bg.

day night

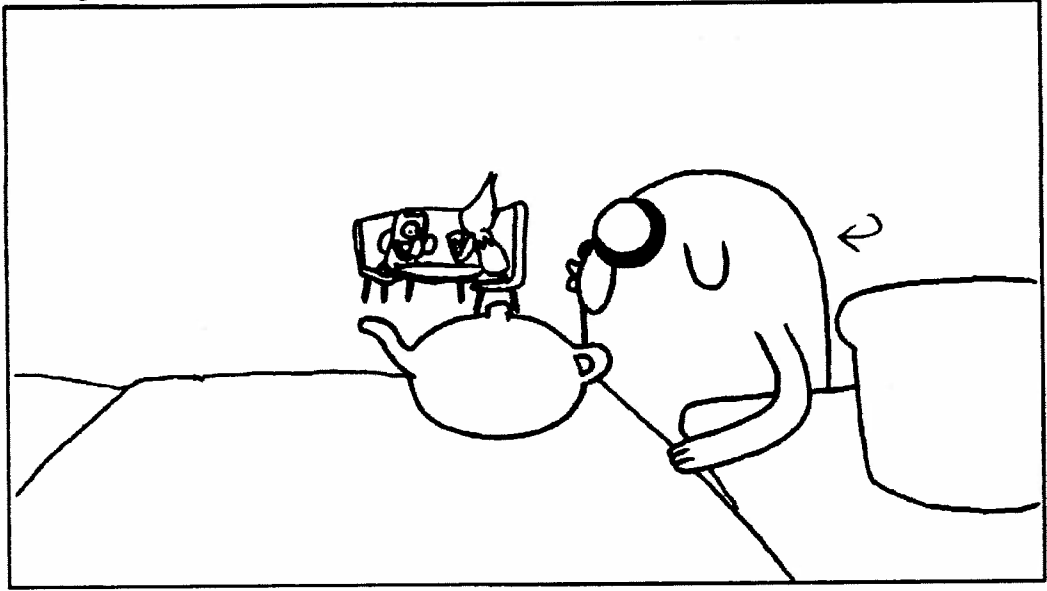


Sc. 08

Pnl. B

Bg.

day night



Dialog:

F & FP: [LAUGHING]

J: If anybody wants some tea, it'll be ready in a few minutes.

Action:

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 13

Sc.08

Pnl. C

Bg.

day night

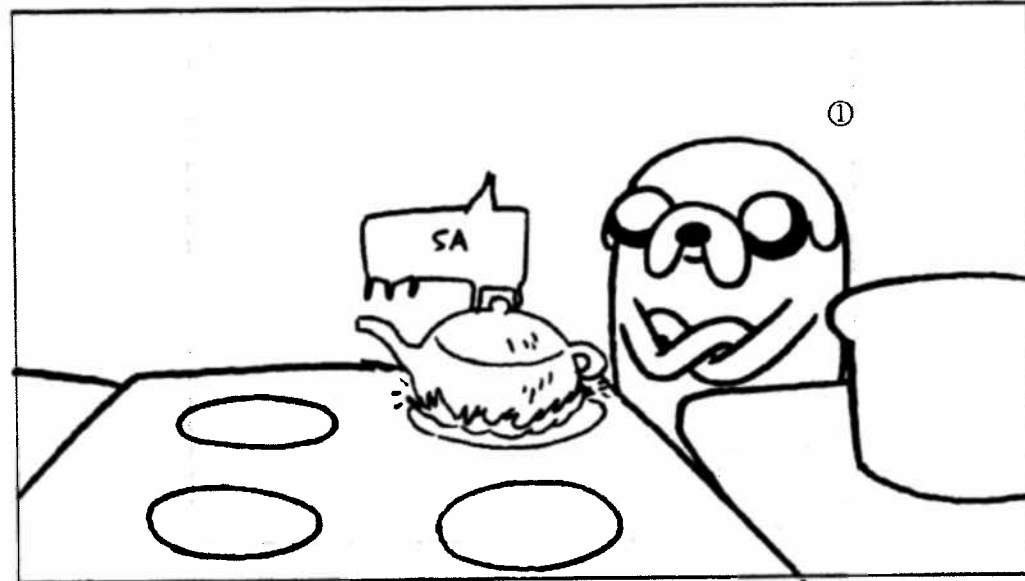


Sc.08

Pnl. D

Bg.

day night



EPISODE # 1014-116

Production :

Dialog:



②



③

① [VERY QUIET HUMMING]

- Jake steps back and waits.



②

Action:

Jake turns on stove.

Timing:

# ADVENTURE TIME



Page 14

Sc. 08

Pnl. E

Bg.

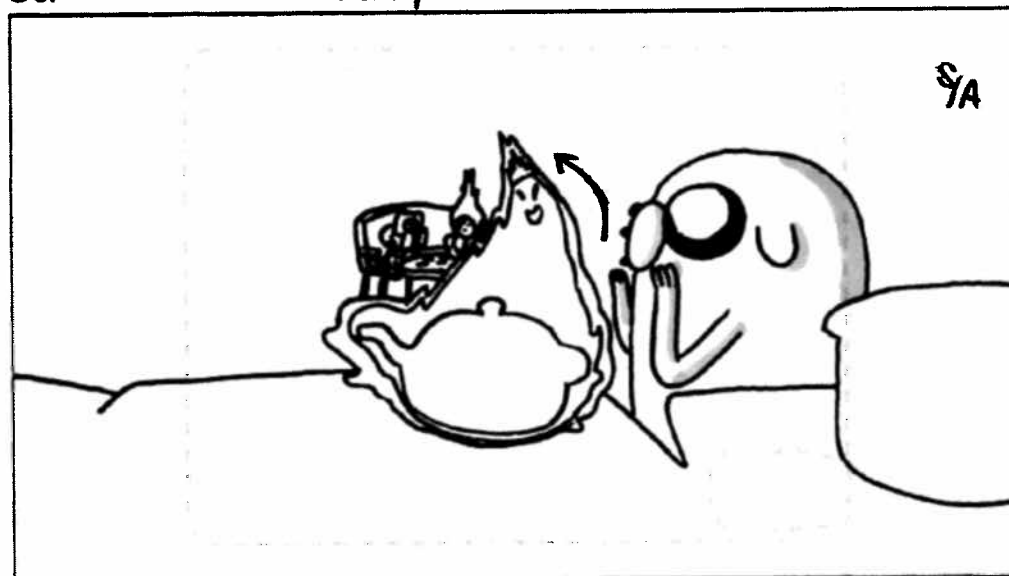
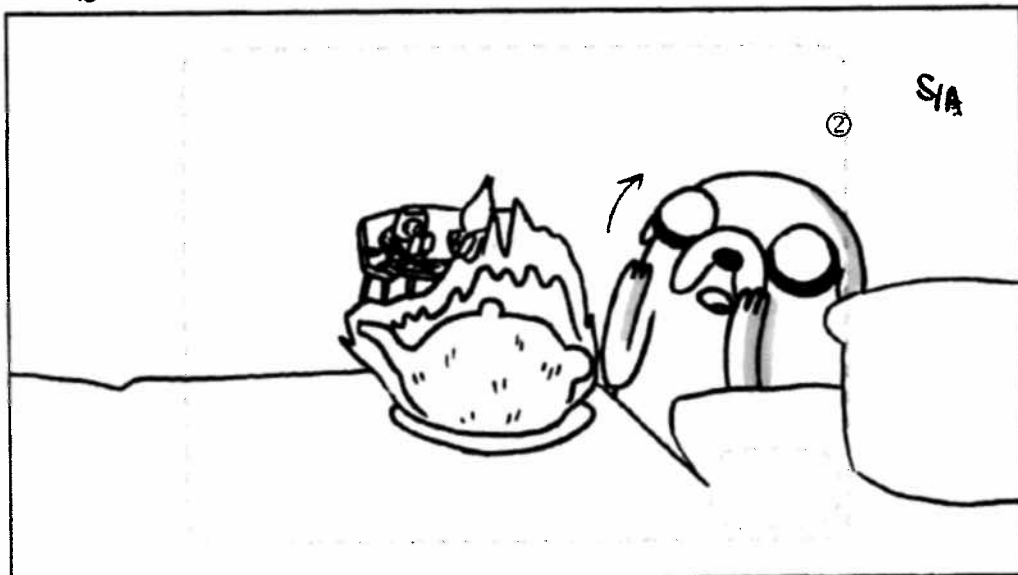
day night

Sc. 08

Pnl. F

Bg.

day night

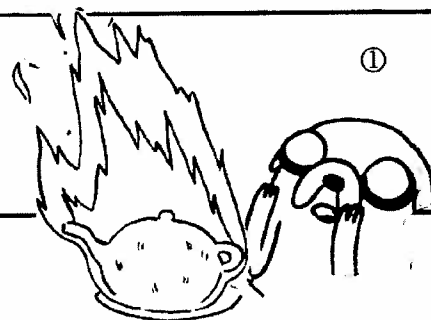


Dialog:

① AAGH!

Action:

- FIRE FLARES UP



- Flame King's head emerges from the fire.  
- JAKE TURNS TO WATCH FK.

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



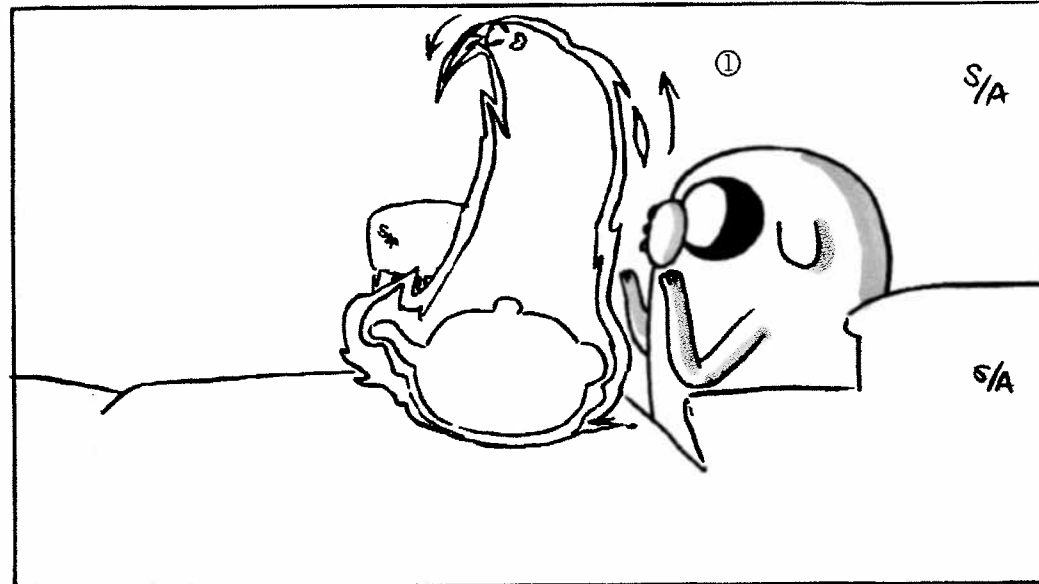
Page 14 A

Sc. 08

Pnl. G

Bg.

day night

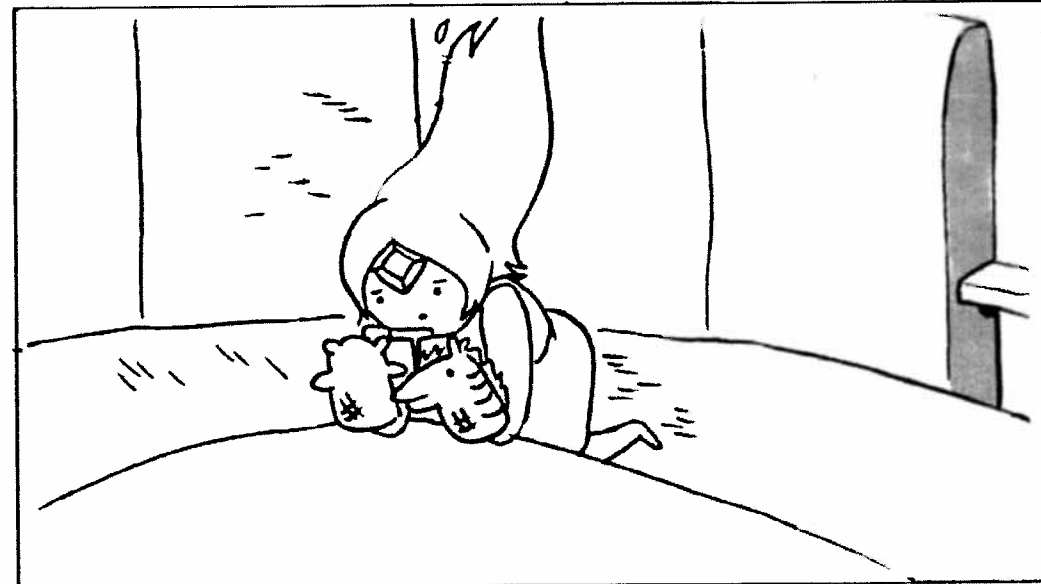


Sc. 09

Pnl. A

Bg.

day night



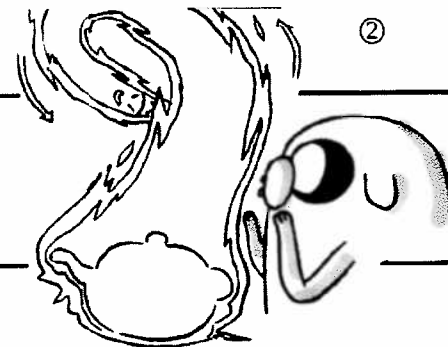
EPISODE # 1014-116

Production :

Dialog:

Action: -FLAME KING STRETCHES TOWARDS TABLE.

Timing:



# ADVENTURE TIME



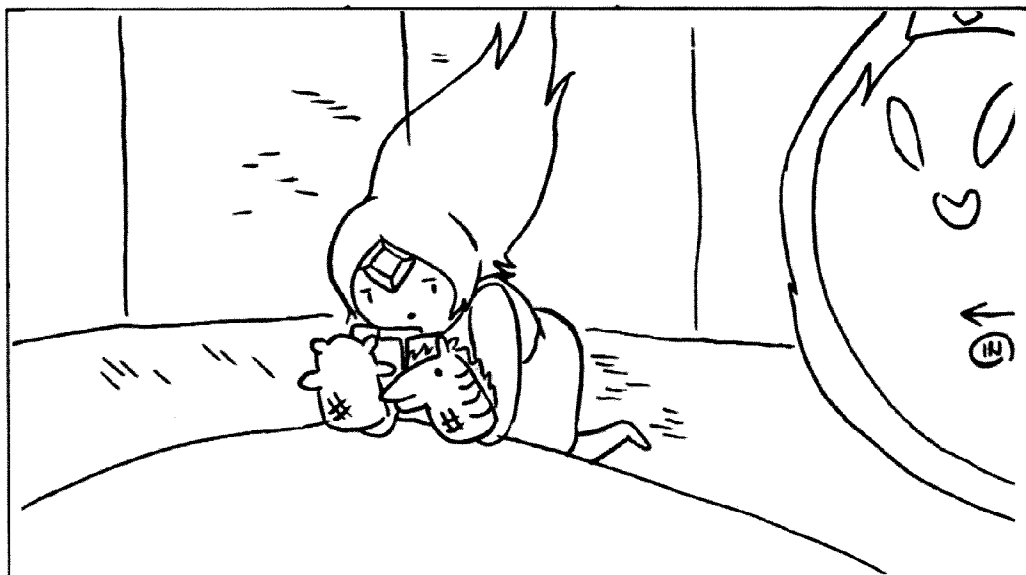
Page 14B

Sc. 9

Pnl. B

Bg.

day night

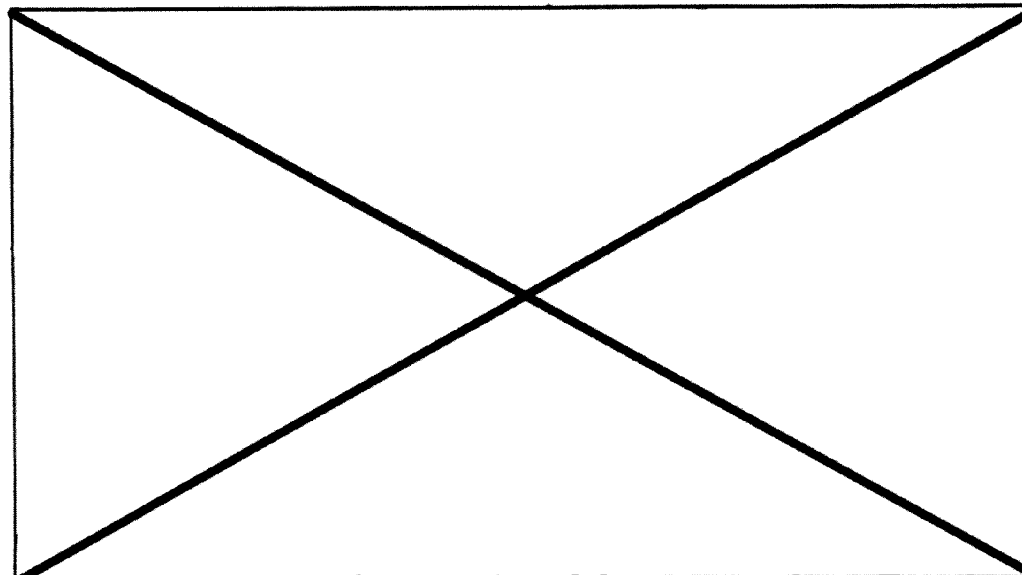


Sc.

Pnl.

Bg.

day night



Dialog:

FK: (QUICK WHISPER)  
EVIL EVIL EVIL ...

Action:

- FLAME KING'S HEAD SLOWLY SLIDES ON/S

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



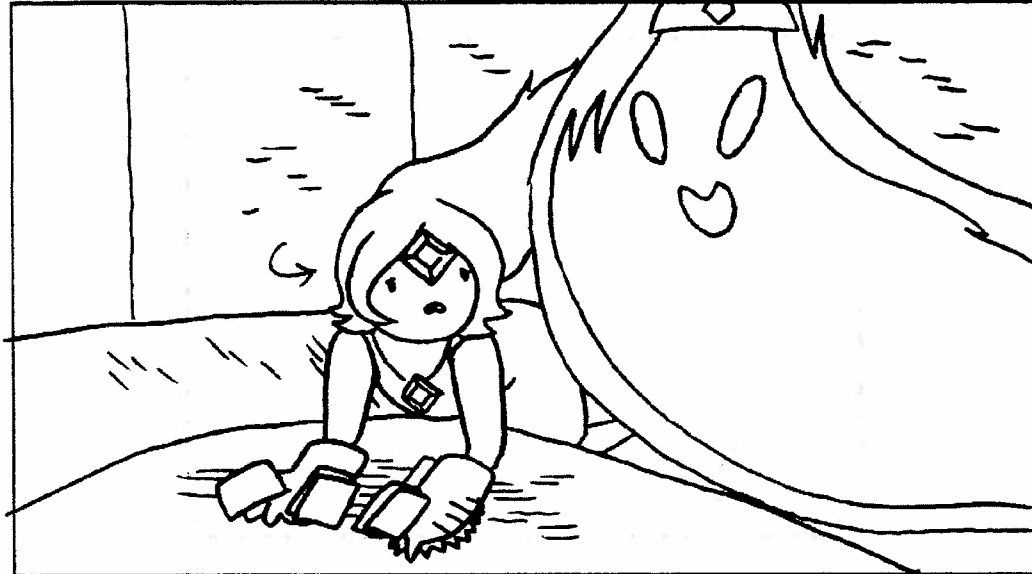
Page 15

Sc. 09

Pnl. C

Bg.

day night

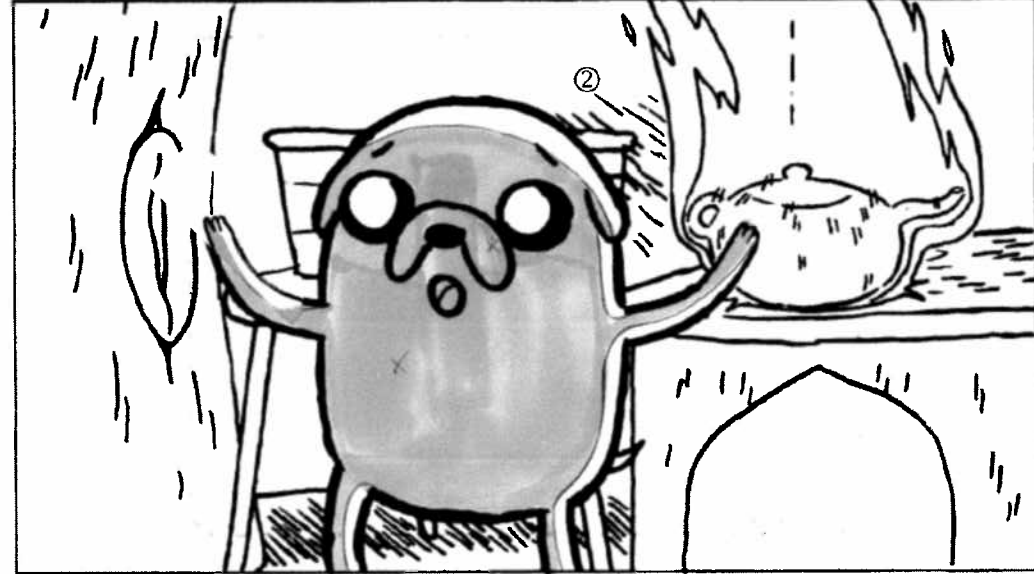


Sc. 10

Pnl. A

Bg.

day night



1014-116

EPISODE #

Production :

Dialog:

FK: Evil, evil, evil, evil, evil...

J: Whoa! Flame King!

Action:

FK whispering quickly to FP.

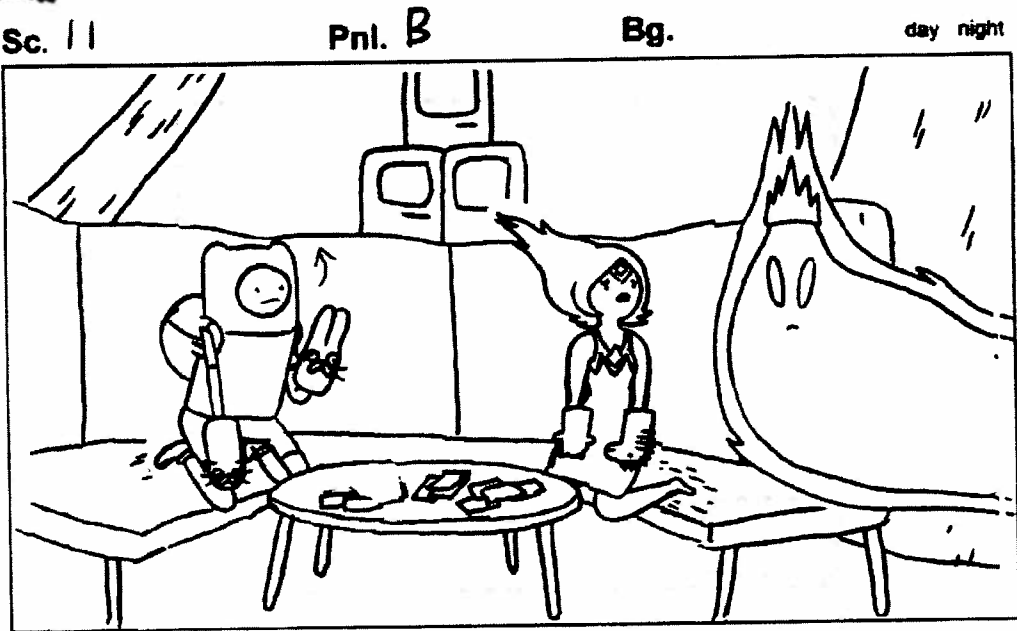
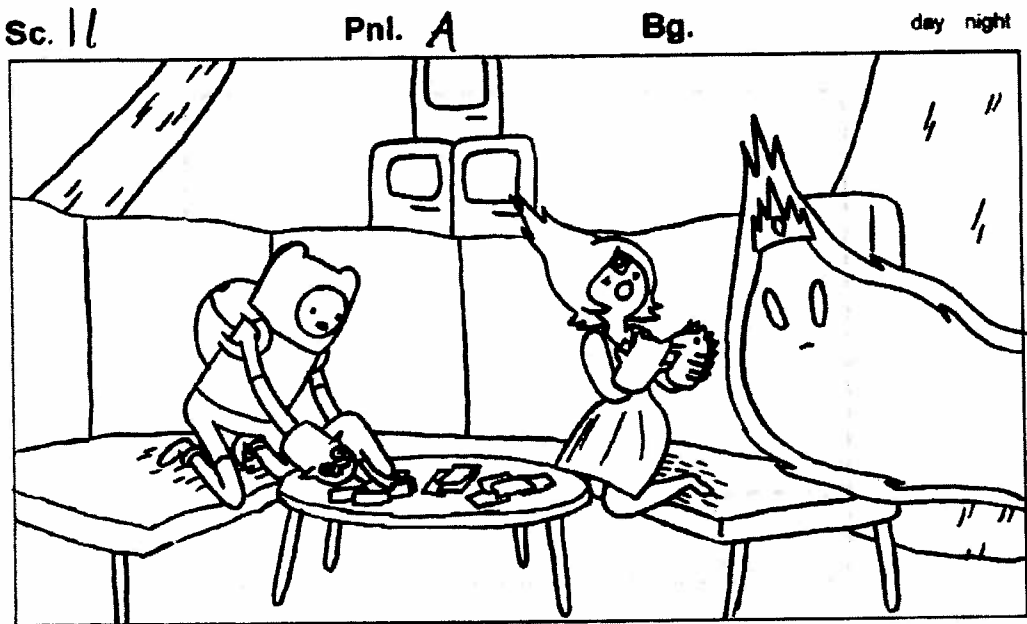
Timing:



ADVENTURE TIME



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Dialog:	FP: Father?!
Action:	
Timing:	

EPISODE # 1014-116

Production :

# ADVENTURE TIME



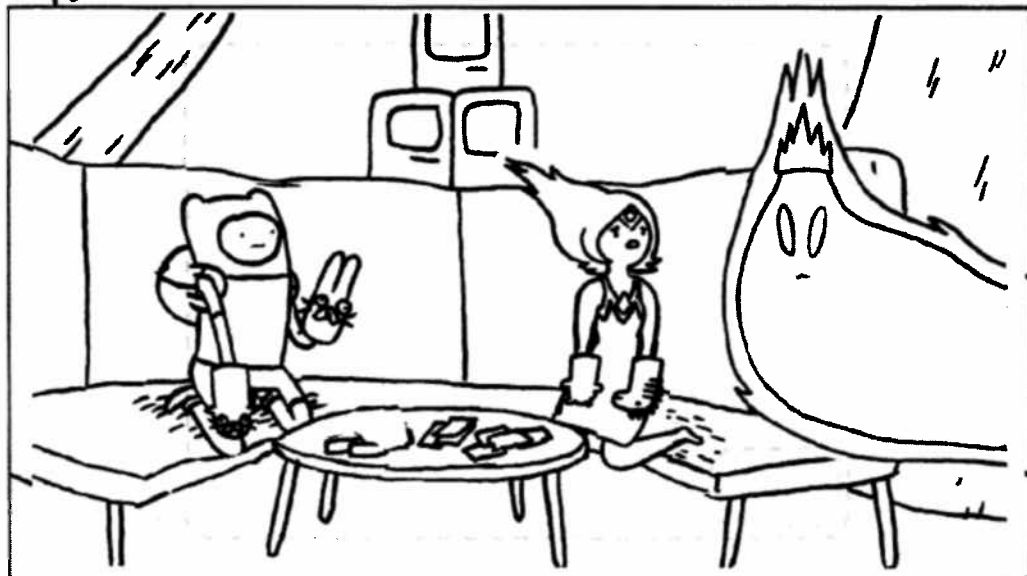
Page 17

Sc. 1

Pnl. C

Bg.

day night

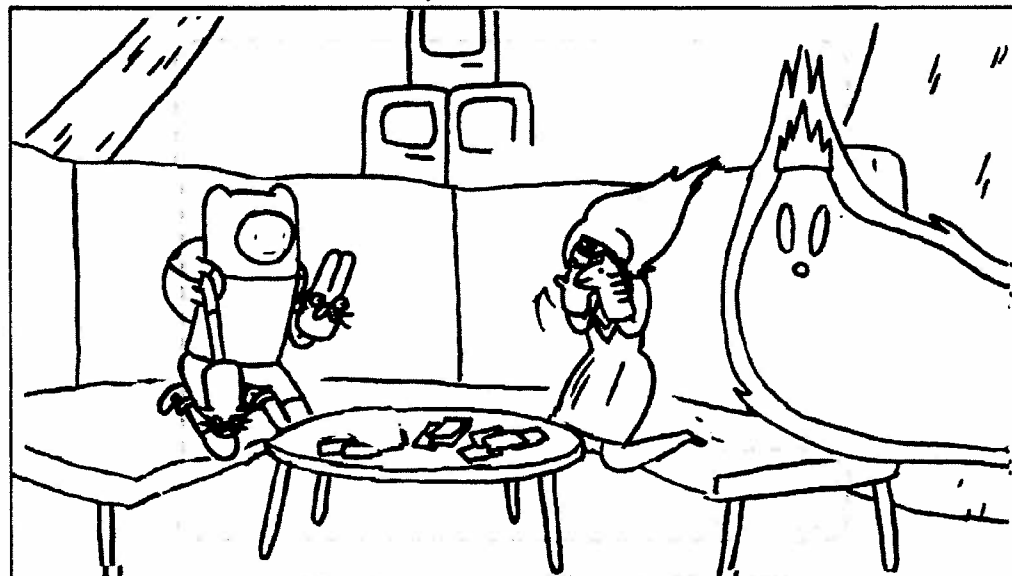


Sc. 11

Pnl. D

Bg.

day night



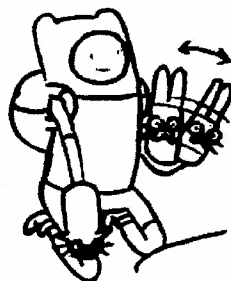
EPISODE # 1014-116

Production :

Dialog:

Action:

- Finn waves.



FK: Oh sorry! I thought my daughter was alone.

- FP COVERS HER FACE IN EMBARRASSMENT.

Timing:

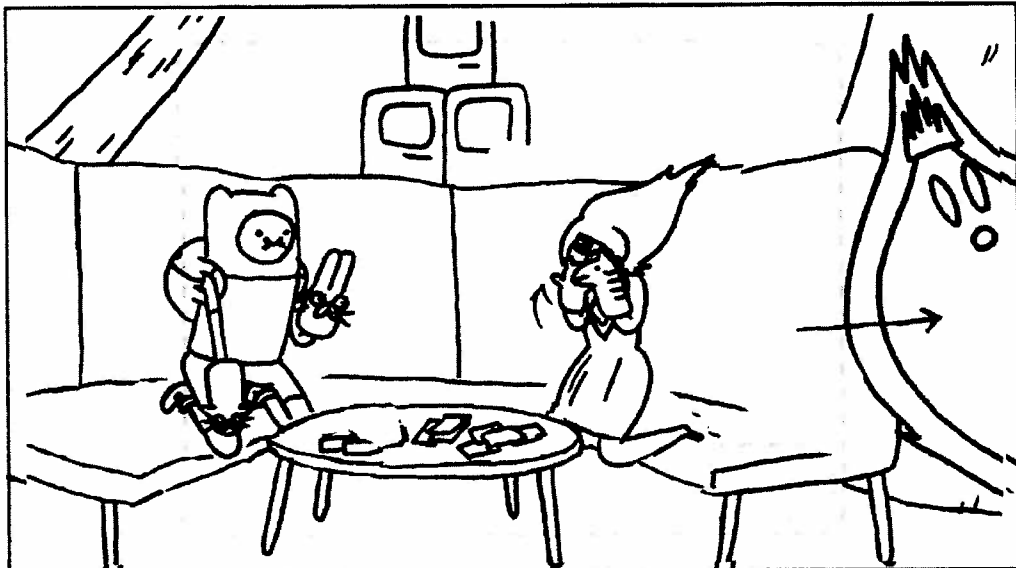


# ADVENTURE TIME

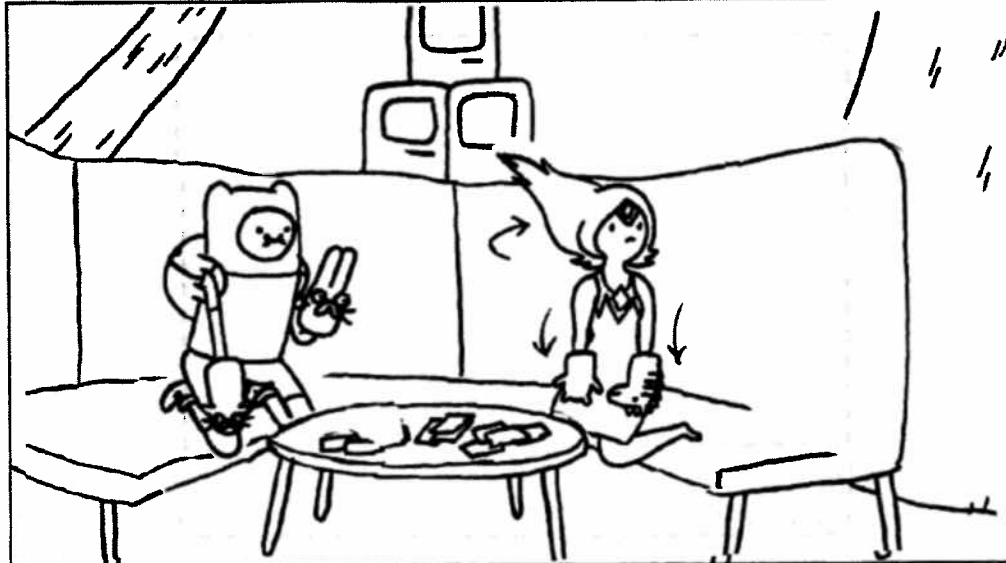


Page 18

Sc. 11 Pnl. E Bg. day night



Sc. 11 Pnl. F Bg. day night



Dialog:

FK: [ CLEARS THROAT ]

Action:

- Flame king SLIDES OFF/S.

Timing:

EPISODE # 1U14-110

Production :

# ADVENTURE TIME



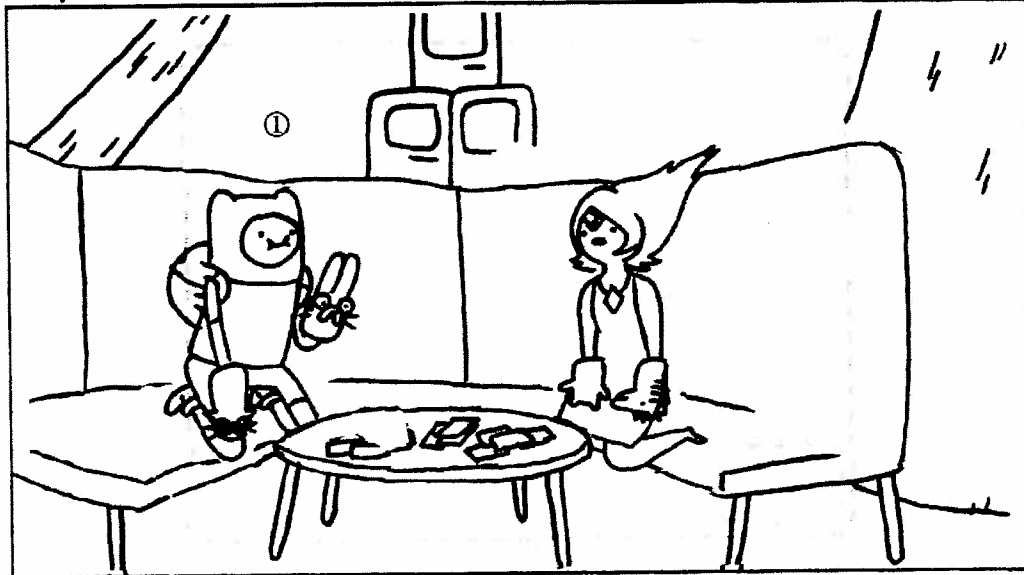
Page 19

Sc. 11

Pnl. G

Bg.

day night



Sc. 12

Pnl. A

Bg.

day night



EPISODE # 1014-116

Production :

Dialog:

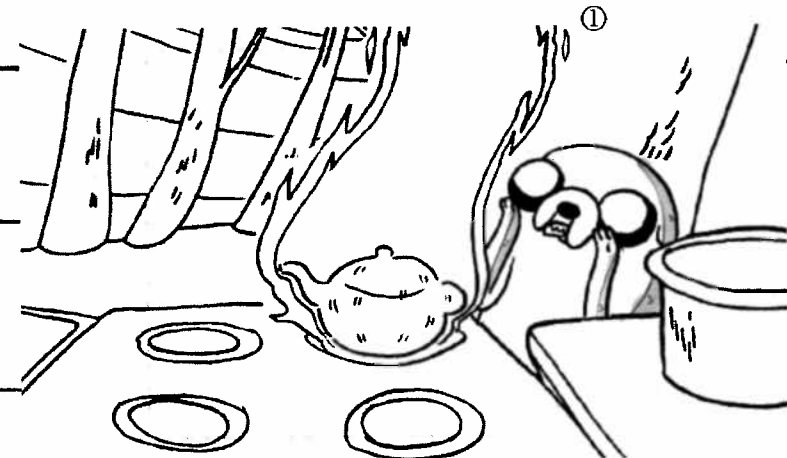
Action:

- Finn waves.

Timing:



FK: I'LL JUST BE ... Going...  
(TRAILS OFF)



# ADVENTURE TIME



Page 19A

Sc. 12

Pnl. C

Bg.

day night



Sc. 12

Pnl. D

Bg.

day night



Dialog:

FK: Uh...

FK: Nice Teapot.

Action:

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



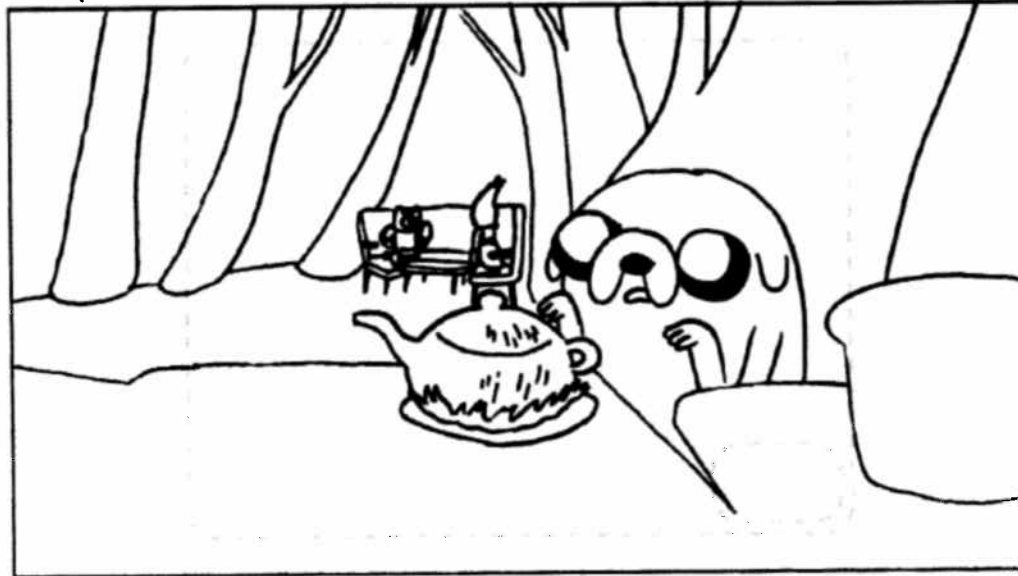
Page 20

Sc. 11

Pnl. E

Bg.

day night



Sc. 12

Pnl. F

Bg.

day night



Dialog:

SFX: \* CLICK \*

Action:

- Fk disappears back in the flames.

- Jake turns off stove.

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



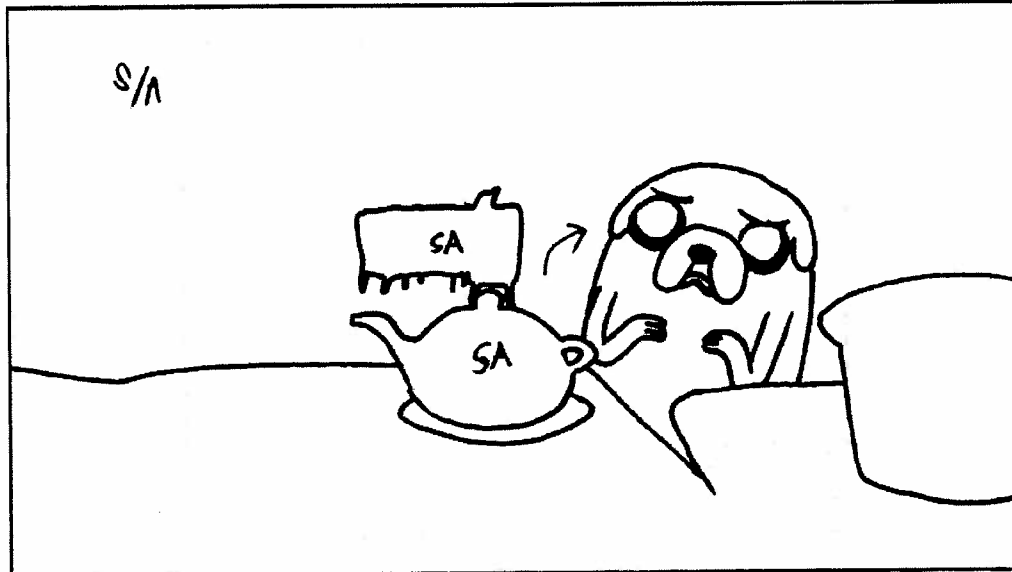
Page 21

Sc. 12

Pnl. G

Bg.

day night



Sc. 13

Pnl. A

Bg.

day night



1014-116

EPISODE #

Dialog:

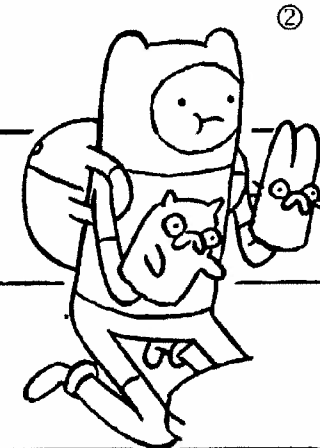
① UGHM.

② CHEESE GREASE...

Action:

Jake scowls.

Timing:



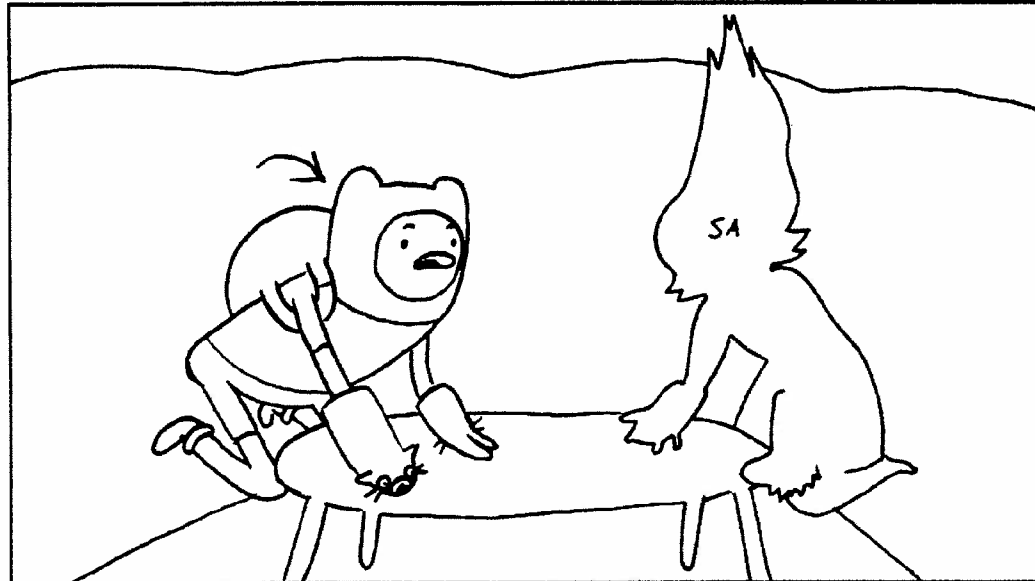
Production :

# ADVENTURE TIME

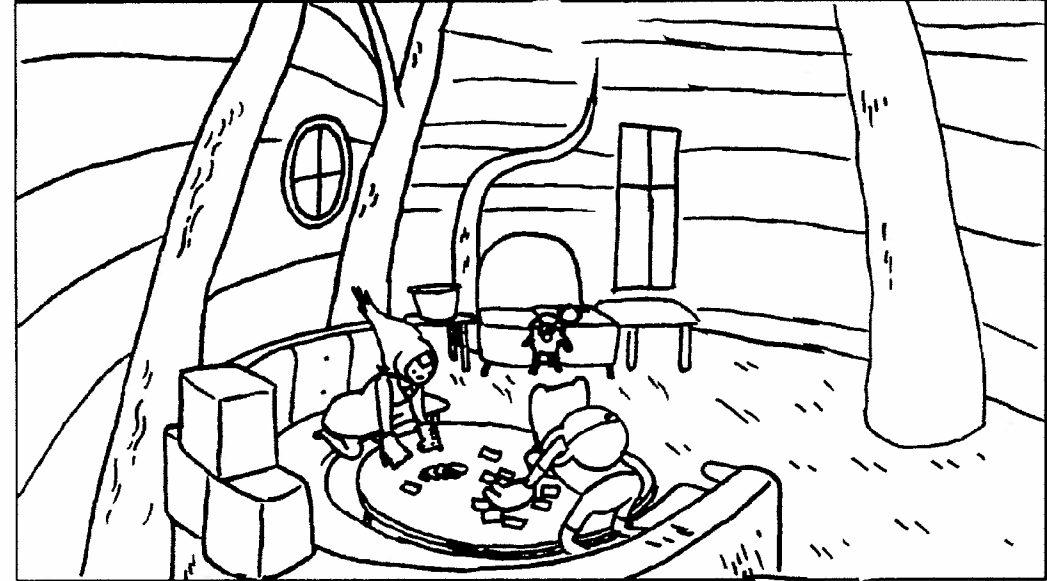


Page 22

Sc. 13 Pnl. B Bg. day night



Sc. 14 Pnl. A Bg. day night



Dialog:

(F)

what was THAT?

J: He was saying "evil, evil, evil, over and over again."

Action:

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



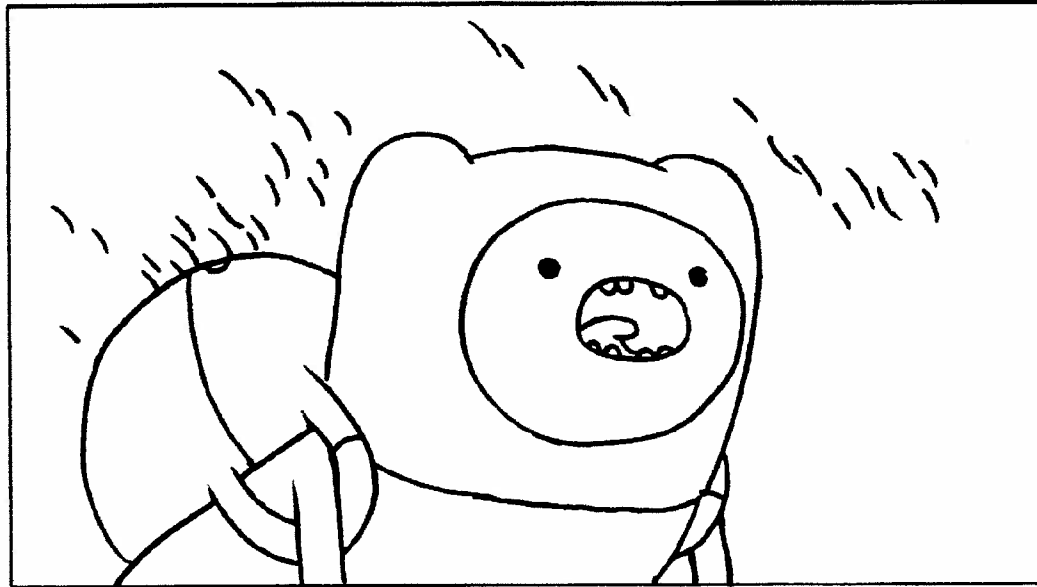
Page 23

Sc. 15

Pnl. A

Bg.

day night



Sc. 16

Pnl. A

Bg.

day night



Dialog:

ⓕ Yeah I heard.

ⓙ Oh I wasn't sure if you heard  
'cause he was whispering.

Action:

- F + FP LOOK OVER AT JAKE.

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



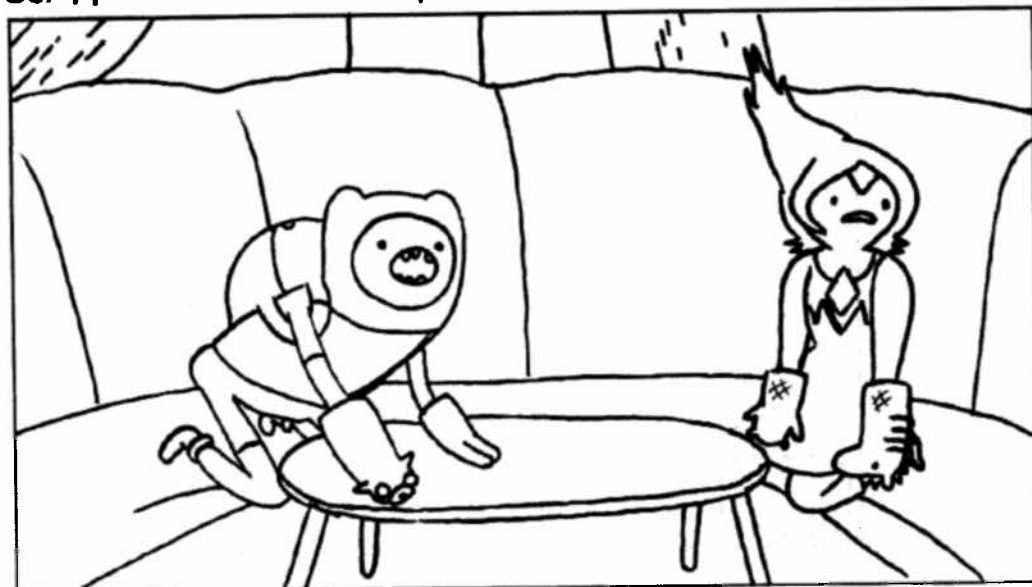
Page 24

Sc. 17

Pnl. A

Bg.

day night

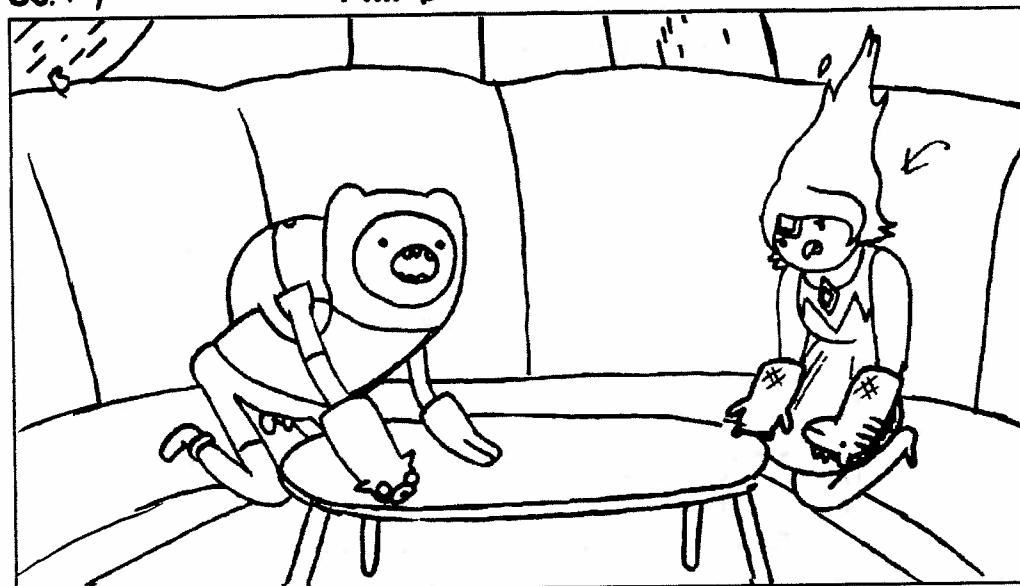


Sc. 17

Pnl. B

Bg.

day night



Dialog:

(F) Yeah I heard.

(FP) Ugh, he's so annoying.

Action:

Timing:

EPISODE # 1014-116

Production :



# ADVENTURE TIME



Page 25

Sc. 18

Pnl. A

Bg.

day night

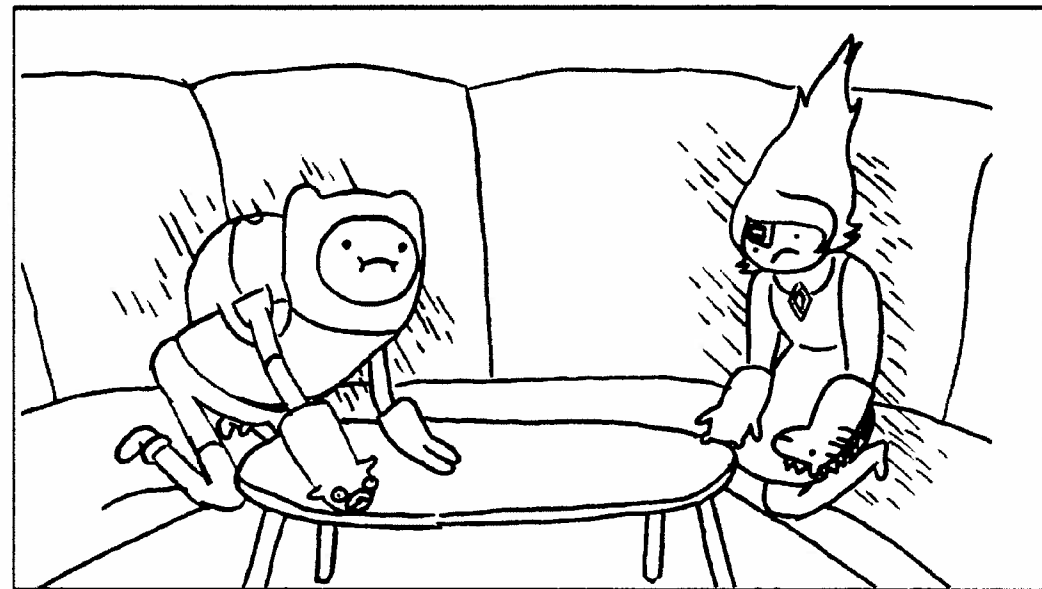


Sc. 19

Pnl. A

Bg.

day night



Dialog: J: I was just trying to help!

Action:

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



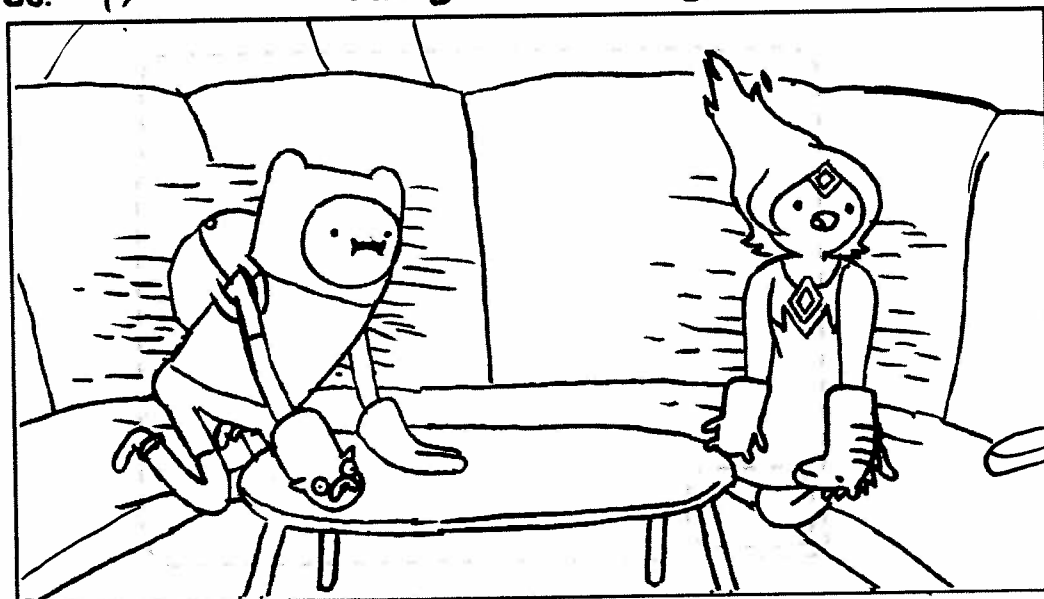
Page **26**

Sc. **19**

Pnl. **B**

Bg.

day night

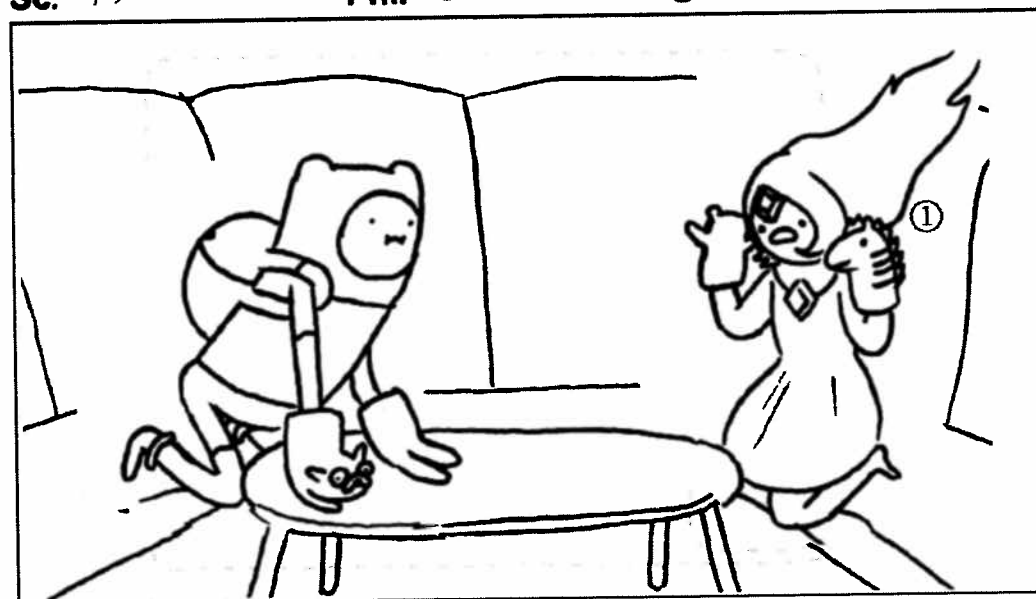


Sc. **19**

Pnl. **C**

Bg.

day night



Dialog:

FP: Oh no, not you Jake, my dad.

FP:

I always catch him whispering stuff into my ear while I'm not paying attention.

Action:

Timing:



EPISODE # **1014-116**

Production :

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# ADVENTURE TIME



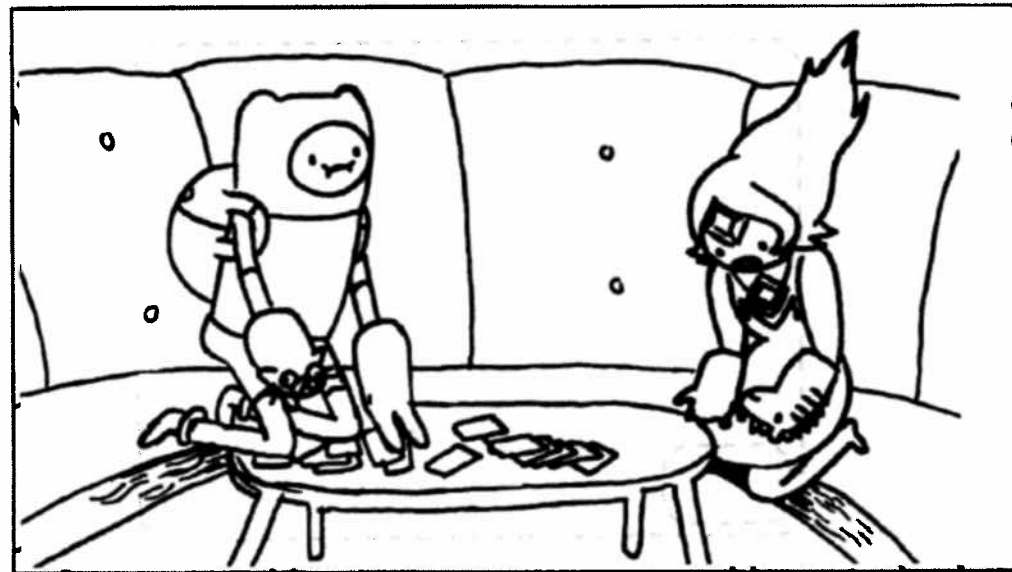
Page 27

Sc. 19

Pnl. D

Bg.

day night

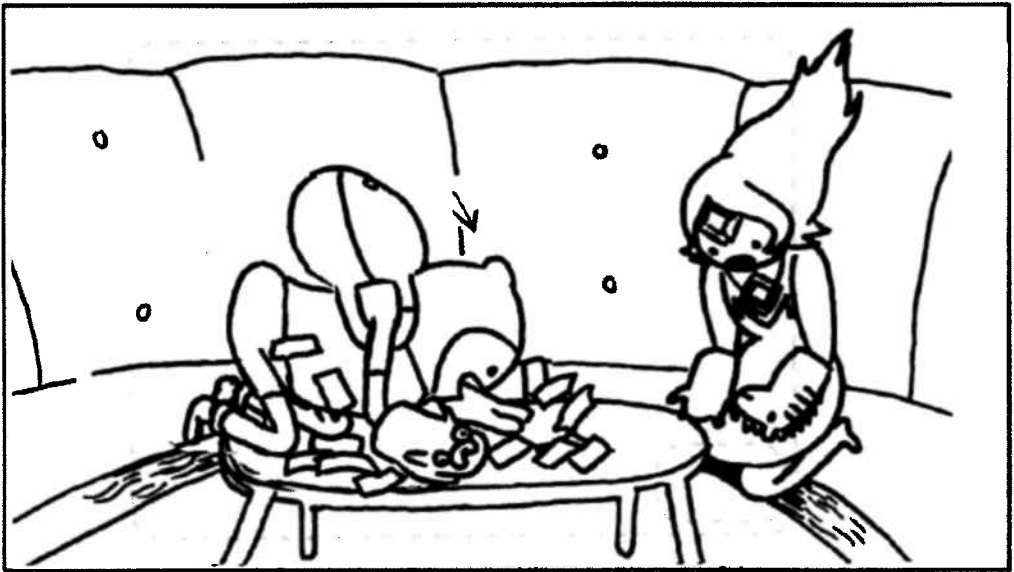


Sc. 19

Pnl. E

Bg.

day night



Dialog:	fp: He keeps saying I'm evil.
Action:	
Timing:	

EPISODE # 1014-116  
Production :

# ADVENTURE TIME



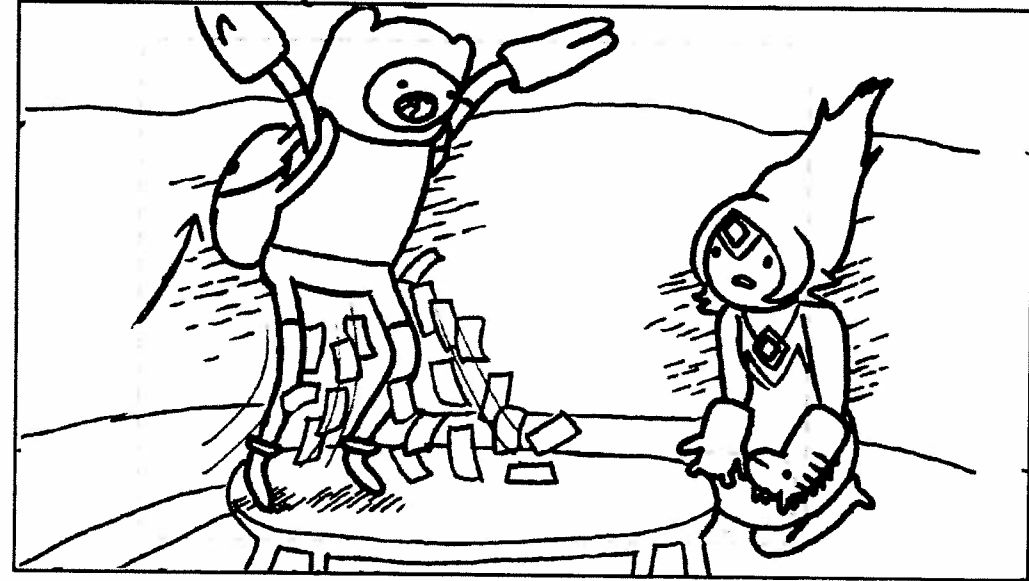
Page 28

Sc. 18

Pnl. F

Bg.

day night



Dialog:

Action:

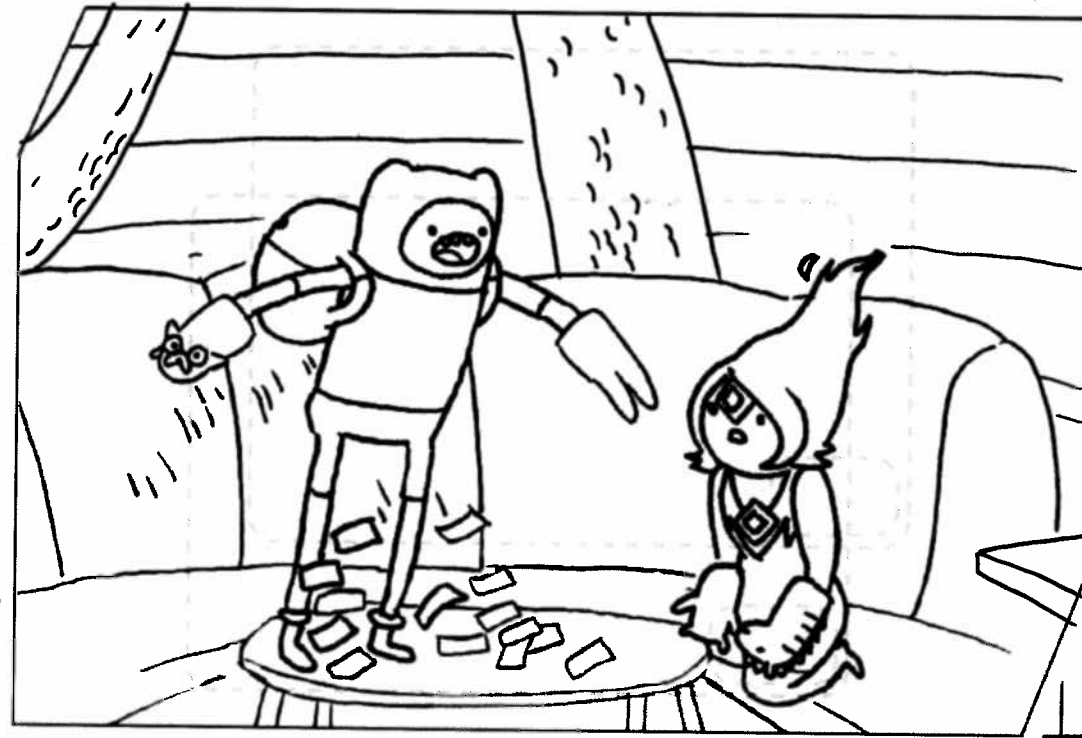
Timing:

Sc.

Pnl. G

Bg.

day night



F/ WOAH!

- ADJ. UP TO CATCH UP TO FINN.

EPISODE # 1014-116

stop

start

Production :

ADVENTURE TIME

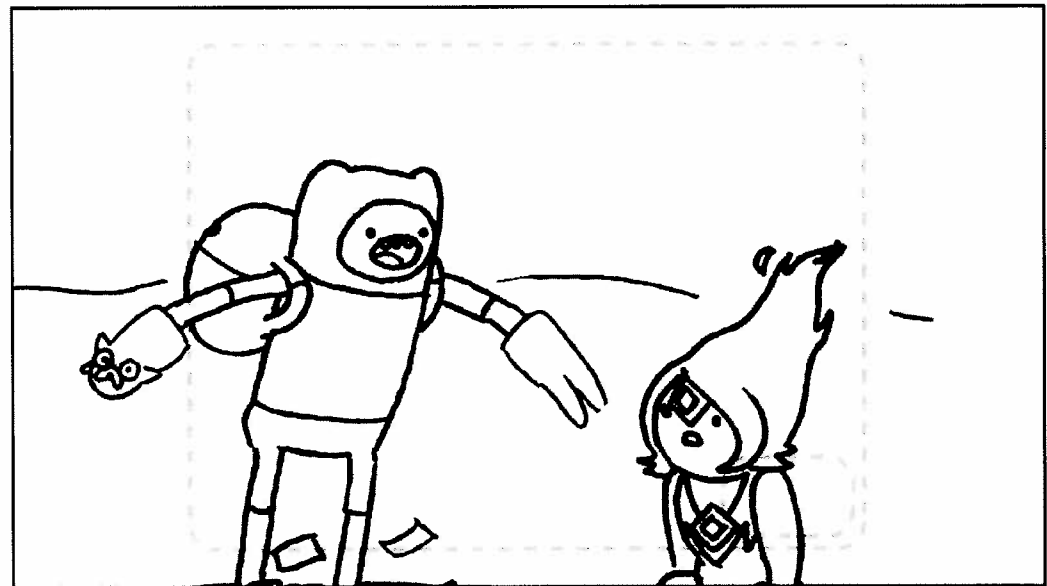


Sc. 17

Pnl. H

Bg.

day night

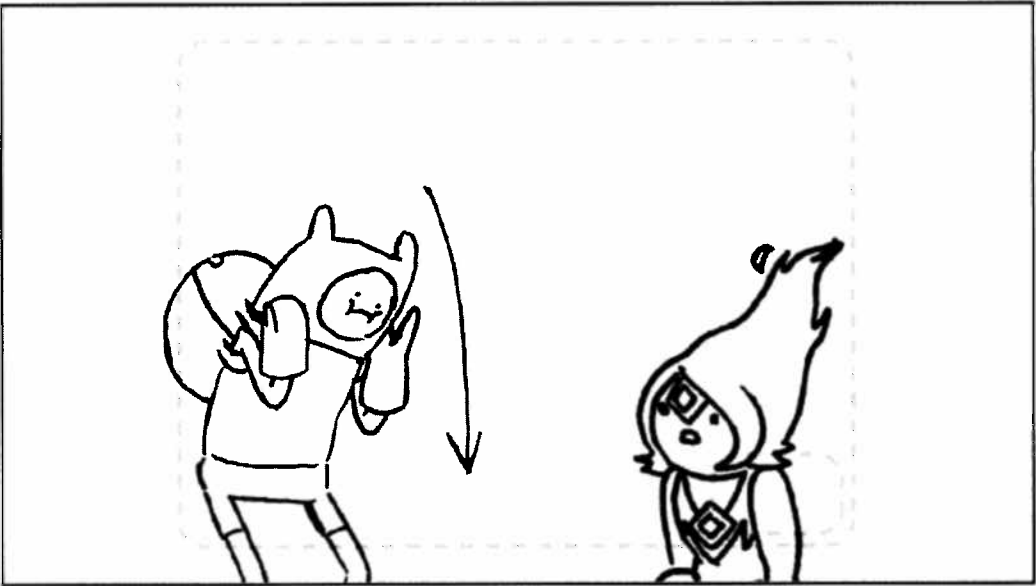


Sc. 19

Pnl. I

Bg.

day night



Dialog:
Action: - Finn flings off mits.
Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



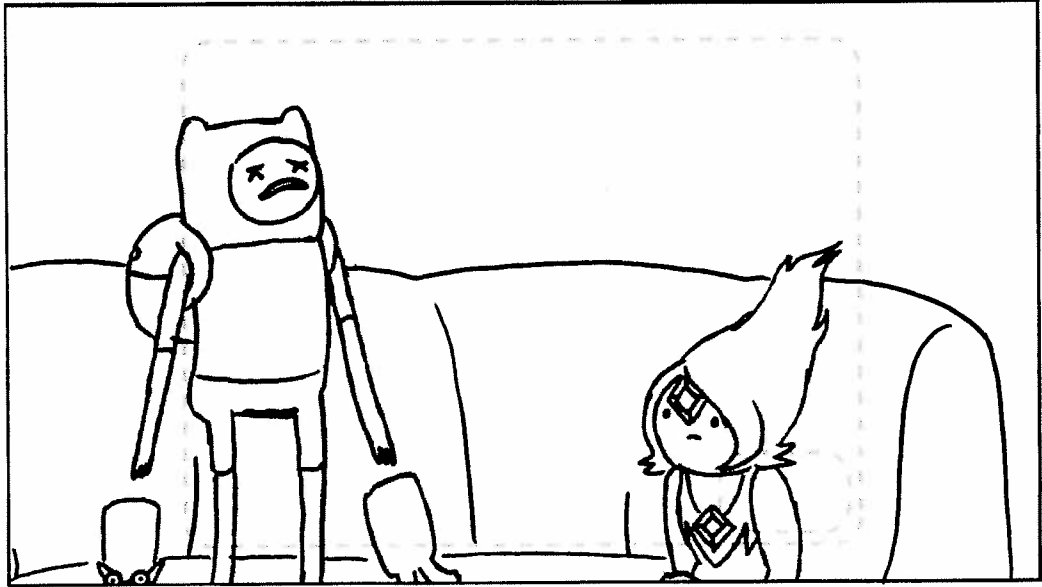
Page 30

Sc. 18

Pnl. J

Bg.

day night

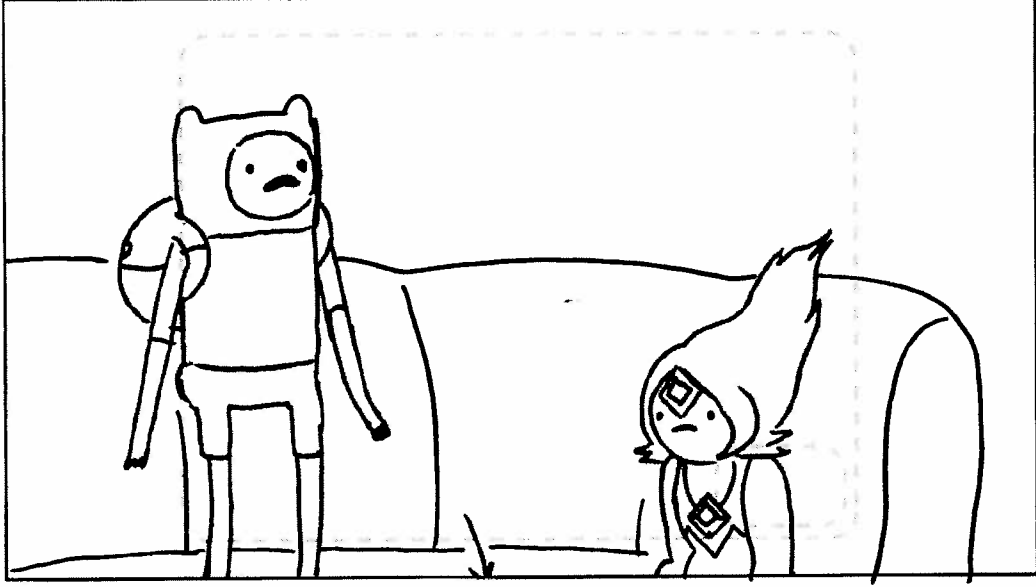


Sc. 19

Pnl. K

Bg.

day night



Dialog:

Action:

- Bunny mitt bounces off table.  
- CAT MITT FALLS OFF/S.

- BUNNY MITT FALLS OFF/S

Timing:

EPISODE # 1014-116

Production :

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# ADVENTURE TIME



Sc. 19

Pnl. L

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog:

Action:

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



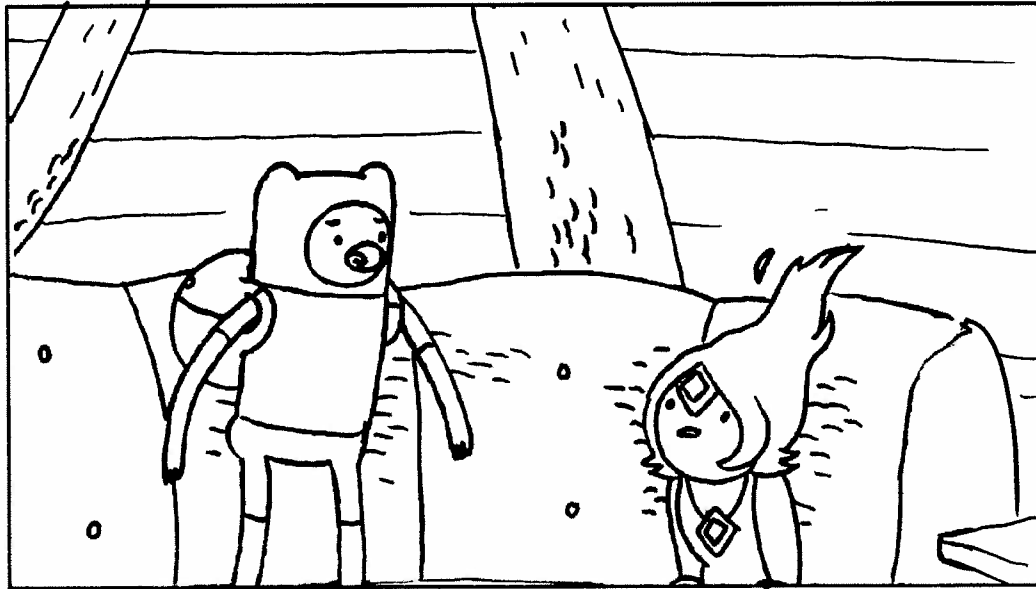
Page 31

Sc. 19

Pnl. L

Bg.

day night

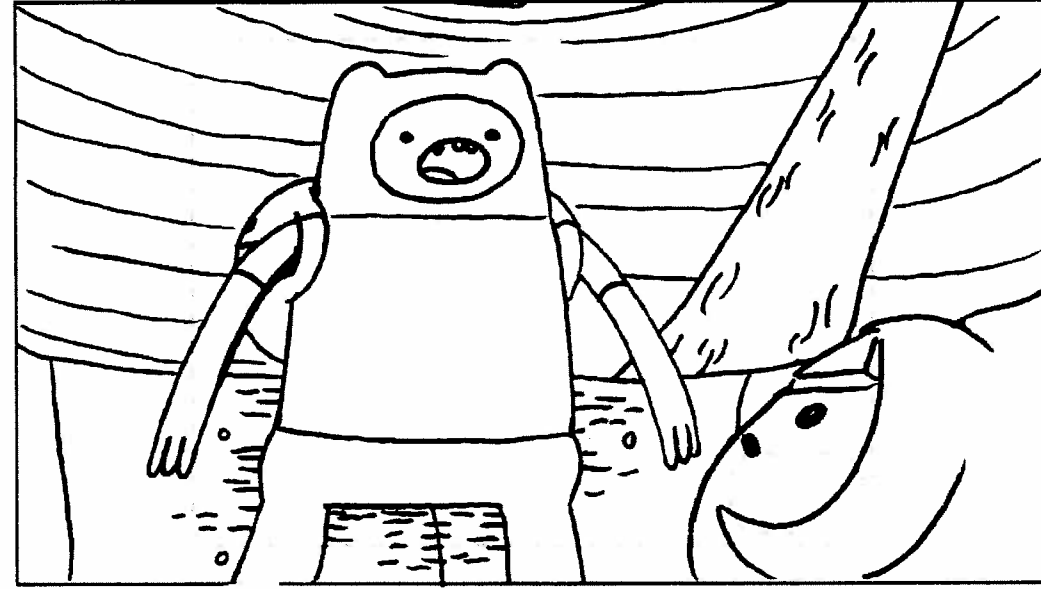


Sc. 20

Pnl. A

Bg.

day night



Dialog:

F: you best not be believing  
that wack bunk!

F: I bet ~~he's~~ trying to make your life bad...

Action:

Timing:

EPISODE # 1014-116

Production :



# ADVENTURE TIME



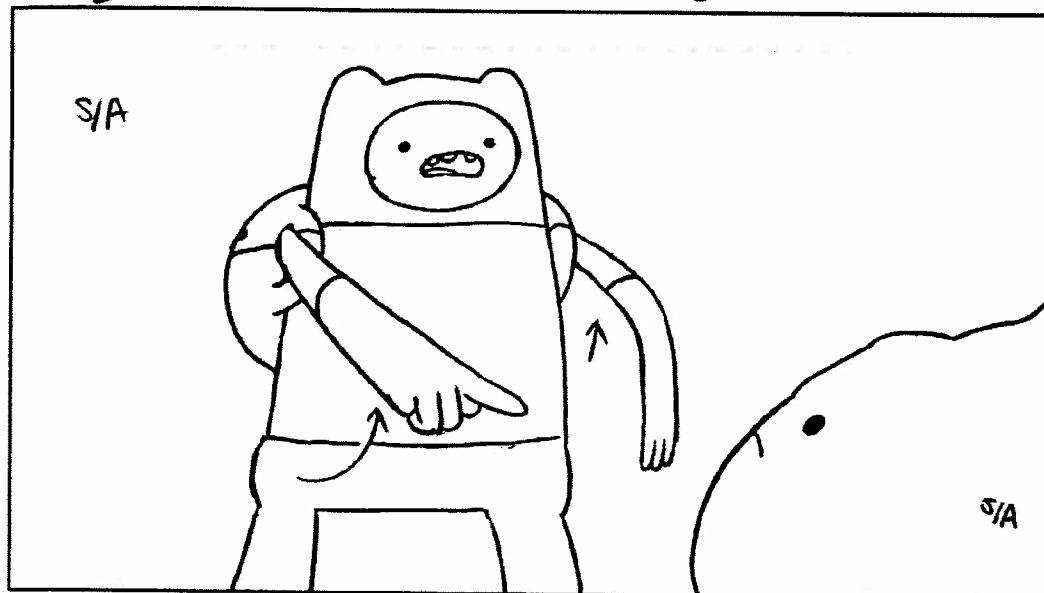
Page 31 A

Sc. 20

Pnl. B

Bg.

day night

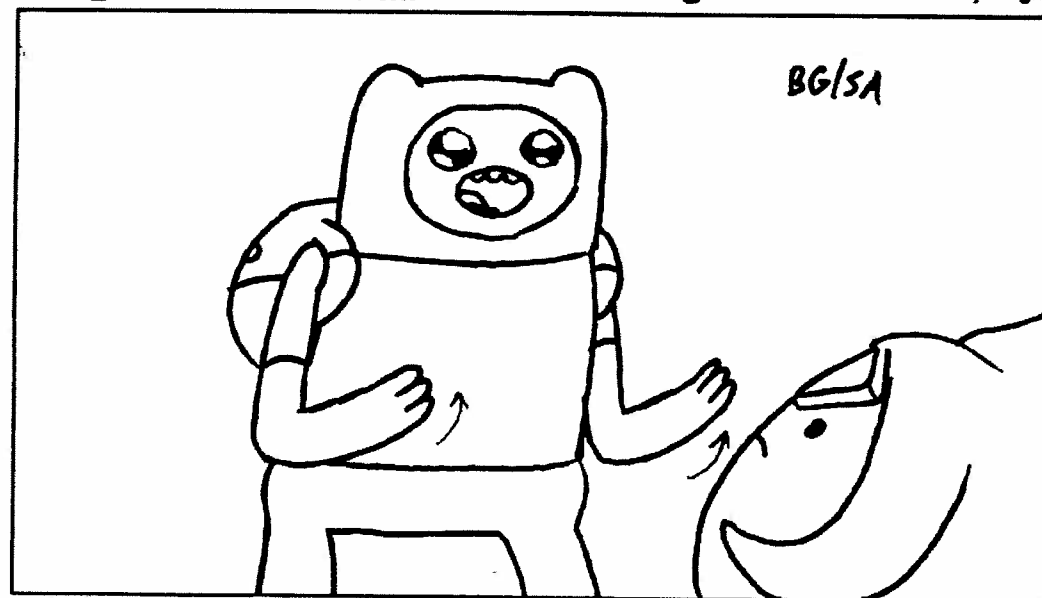


Sc. 20

Pnl. C

Bg.

day night



Dialog:

Ⓕ SO YOU THINK YOU'RE EVIL ...

Ⓕ BUT YOU'RE REALLY NOT.

Action:

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



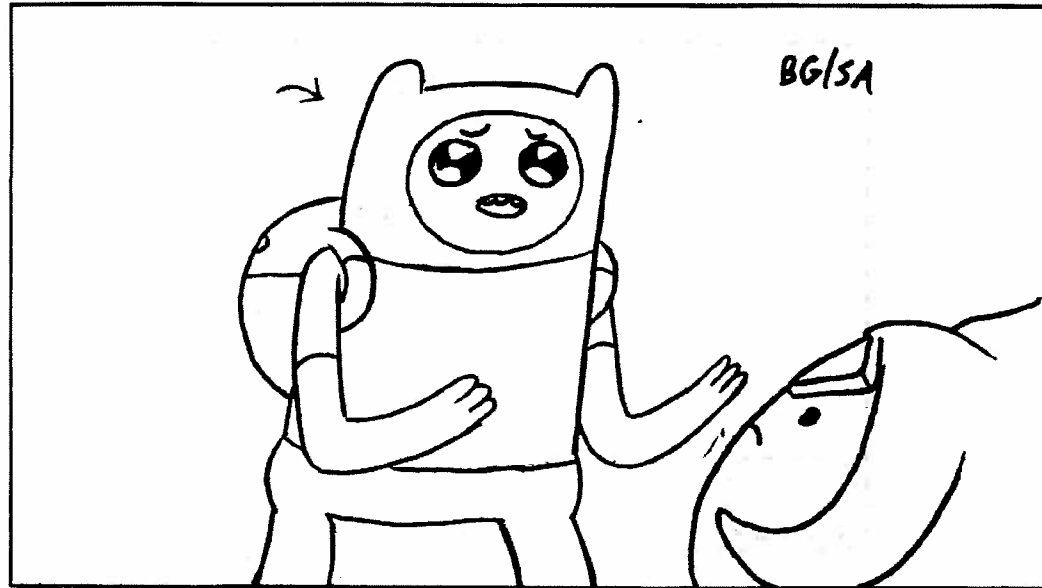
Page 32

Sc. 20

Pnl. B

Bg.

day night

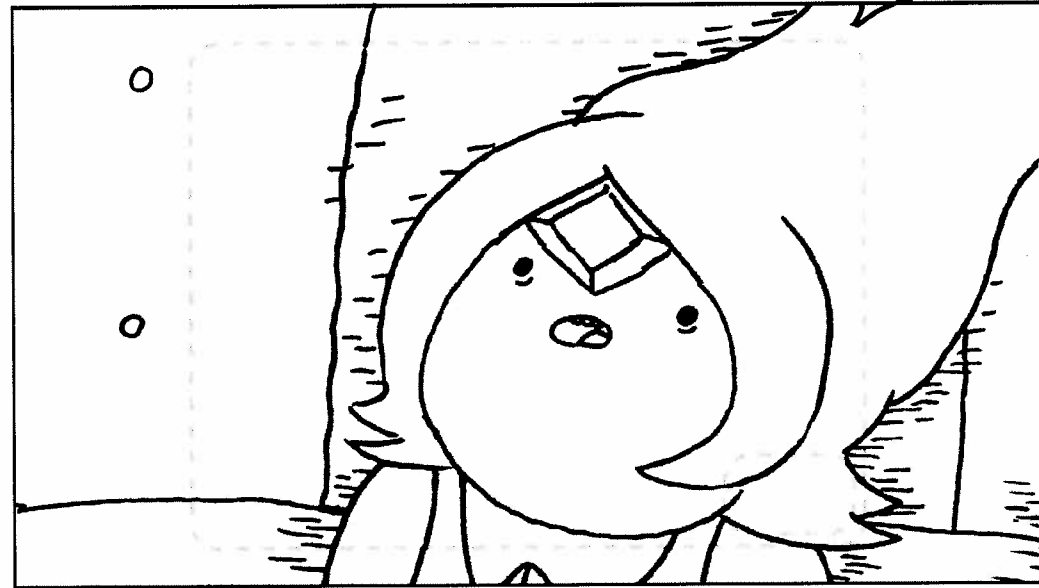


Sc. 21

Pnl. A

Bg.

day night



Dialog:

F: (SINCERE, HUSHED) I KNOW YOU'RE NOT.

FP: How can I know for sure?

Action:

-FINN LEANS FORWARD, SUPER SINCERE AND HUSHED.

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



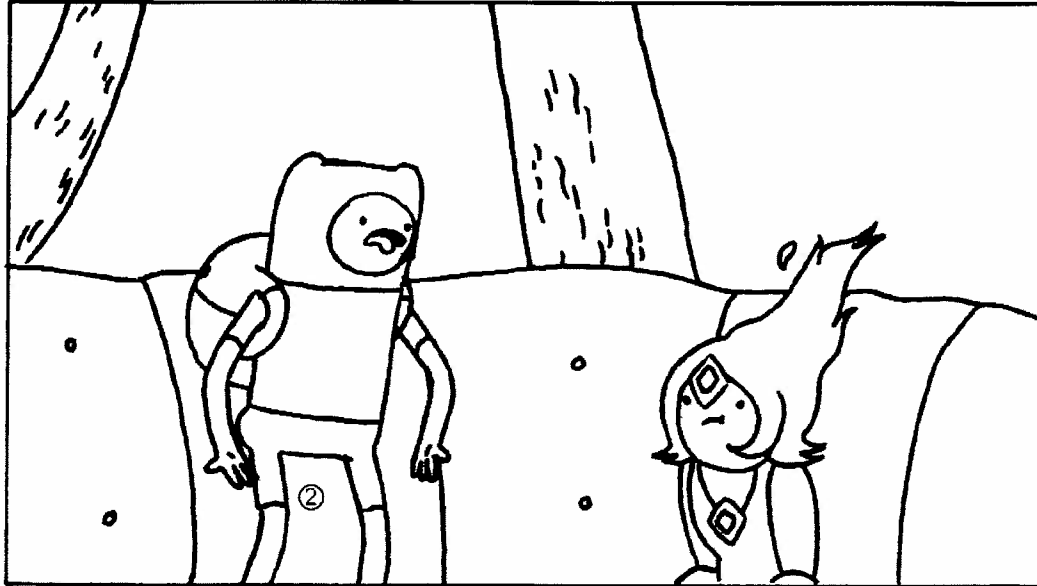
Page 33

Sc. 22

Pnl. A

Bg.

day night

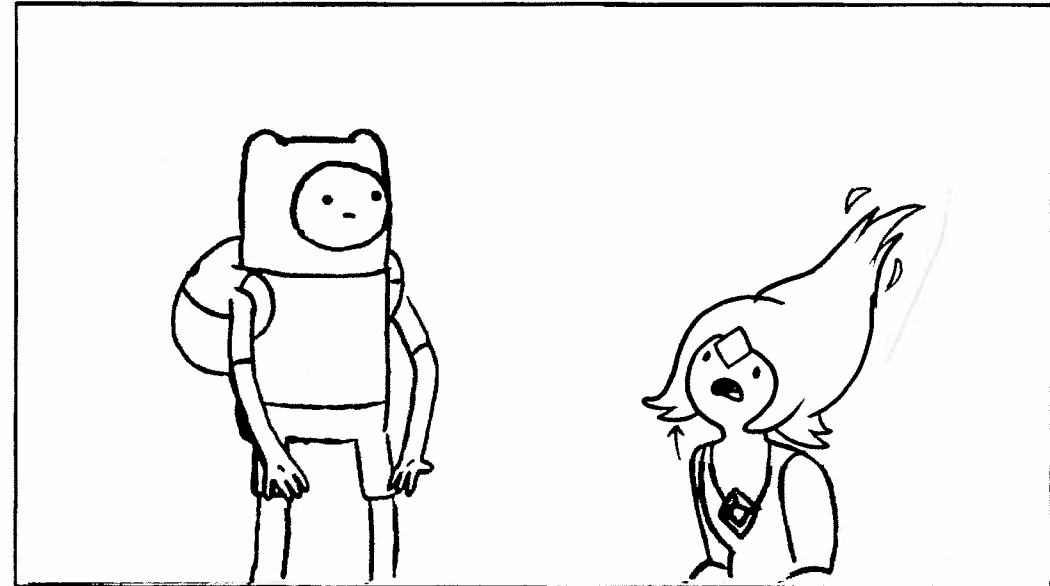


Sc. 22

Pnl. B

Bg.

day night



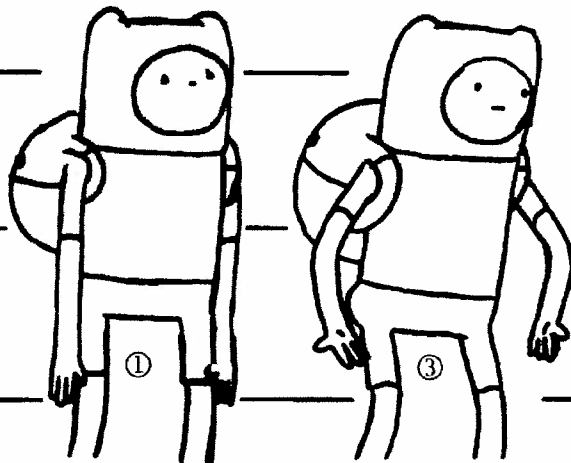
Dialog:

F: Dungeons.

FP: What?

Action:

Timing:



EPISODE # 1014-116

Production :

# ADVENTURE TIME



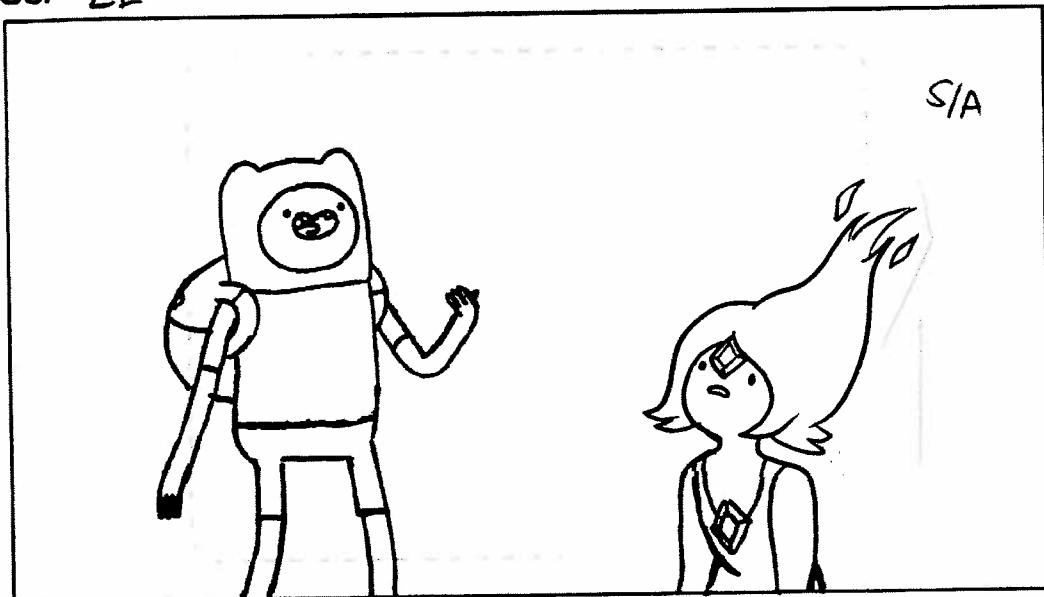
Page 34

Sc. 21

Pnl. C

Bg.

day night

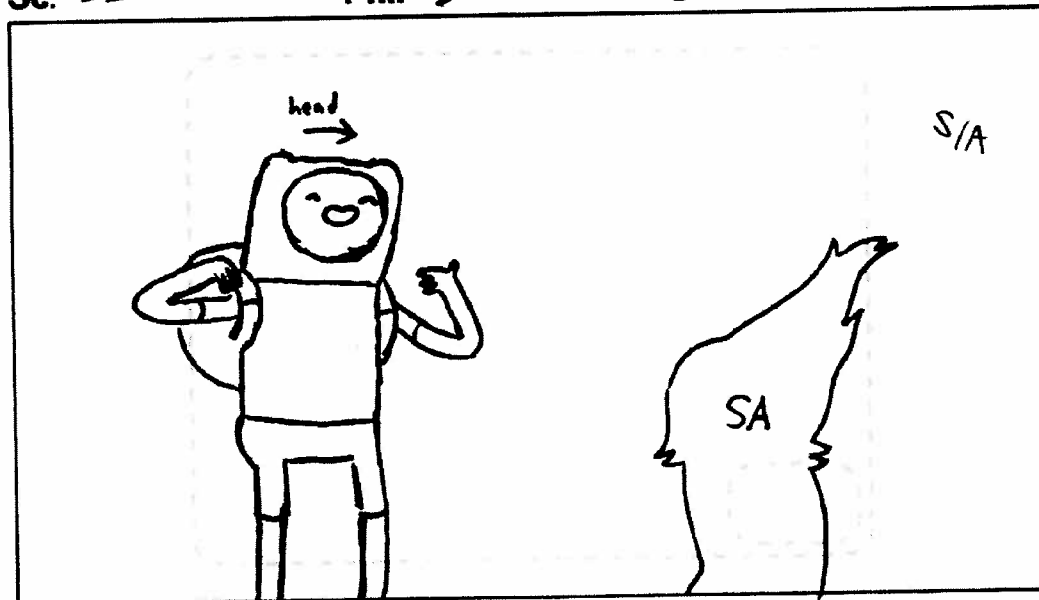


Sc. 22

Pnl. D

Bg.

day night



Dialog:

F: Let's go have a good time in a  
dungeon or something.

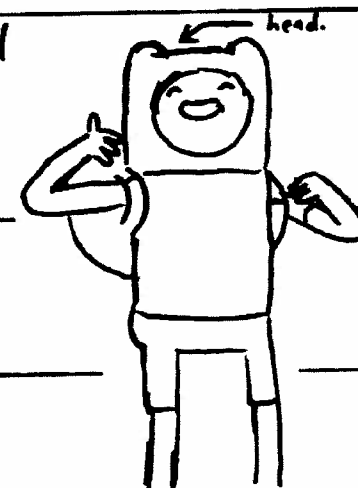
F: That always clears my head  
and reminds me what's  
what.

Action:

1. head- side to side.
2. circling hand at wrist.



Timing:



EPISODE # 1014-116

Production :

# ADVENTURE TIME



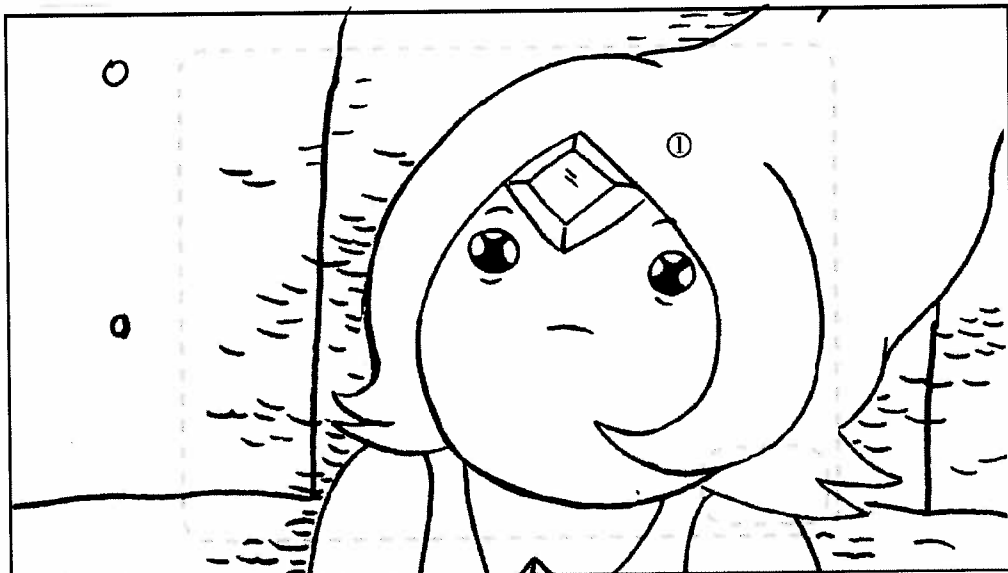
Page 35

Sc. 23

Pnl. A

Bg.

day night

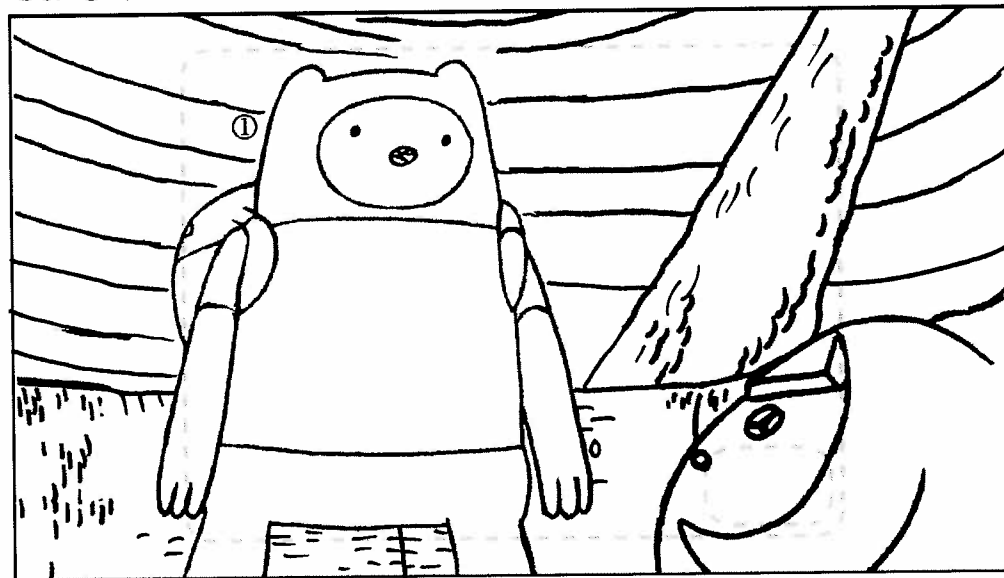


Sc. 24

Pnl. A

Bg.

day night



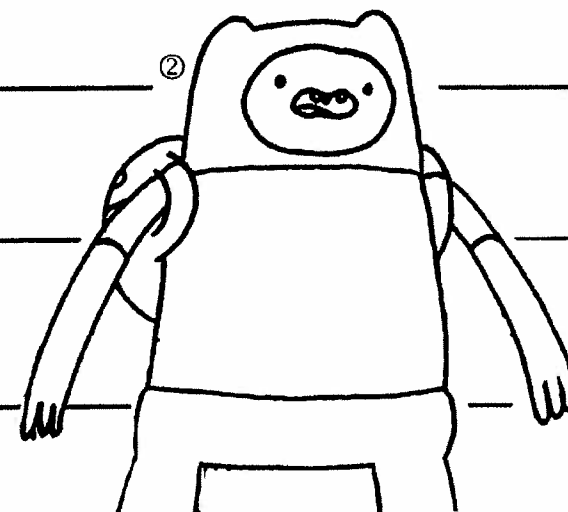
Dialog:

FP And that'll make me good?

F: No, that'll show you not to worry so much.

Action:

Timing:



EPISODE # 1014-116

Production :

# ADVENTURE TIME



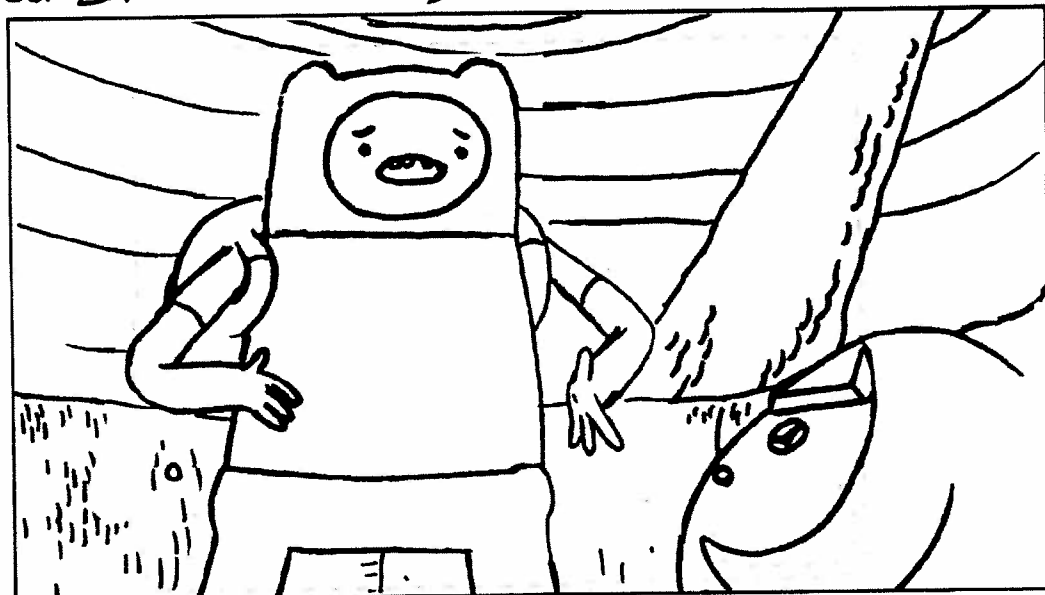
Page 36

Sc. 24

Pnl. B

Bg.

day night

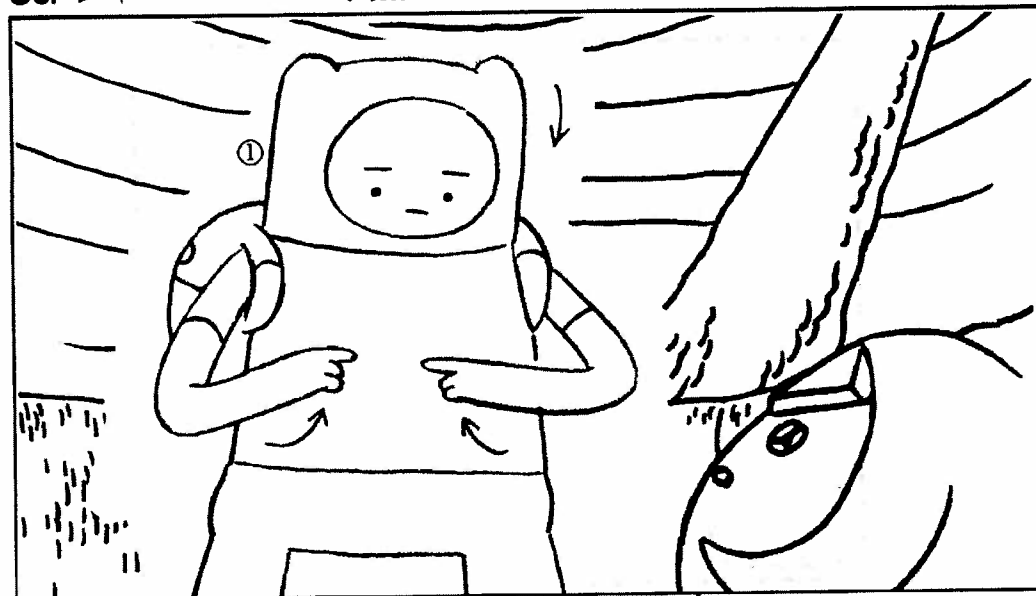


Sc. 24

Pnl. C

Bg.

day night



EPISODE # 1014-116

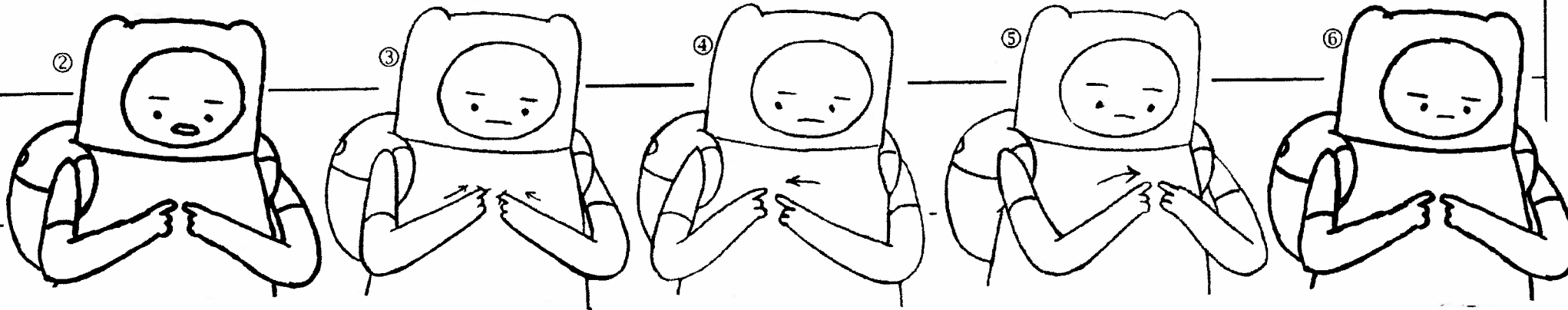
Dialog:

F: 'cause you're already good... F: in here.

Action:

-FINN LOOKS DOWN. -FINN SEARCHES AROUND CHEST FOR HEEART

Timing:



Production :

# ADVENTURE TIME



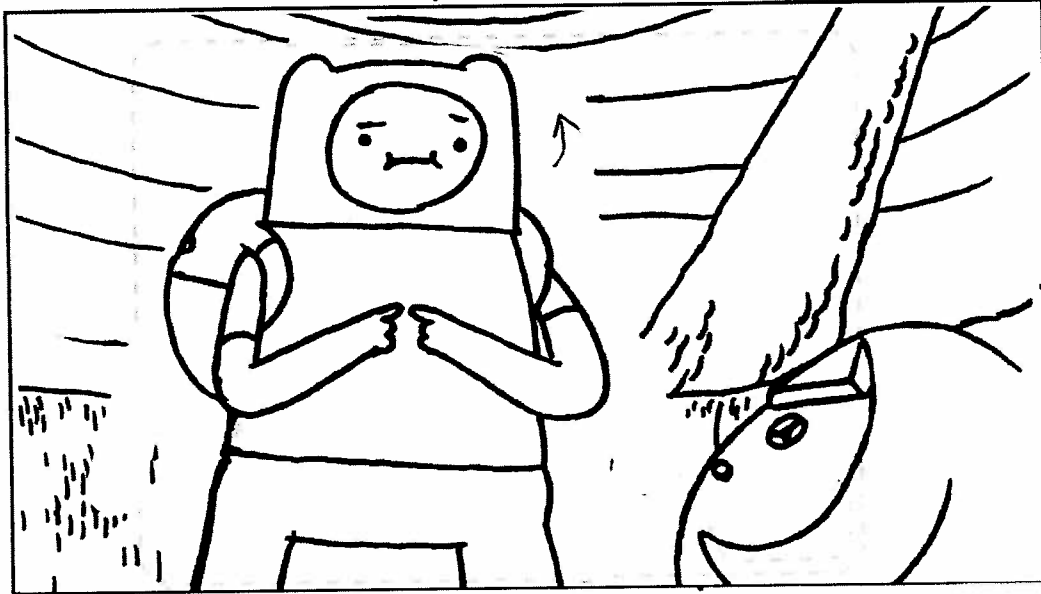
Page 37

Sc. 24

Pnl. D

Bg.

day night

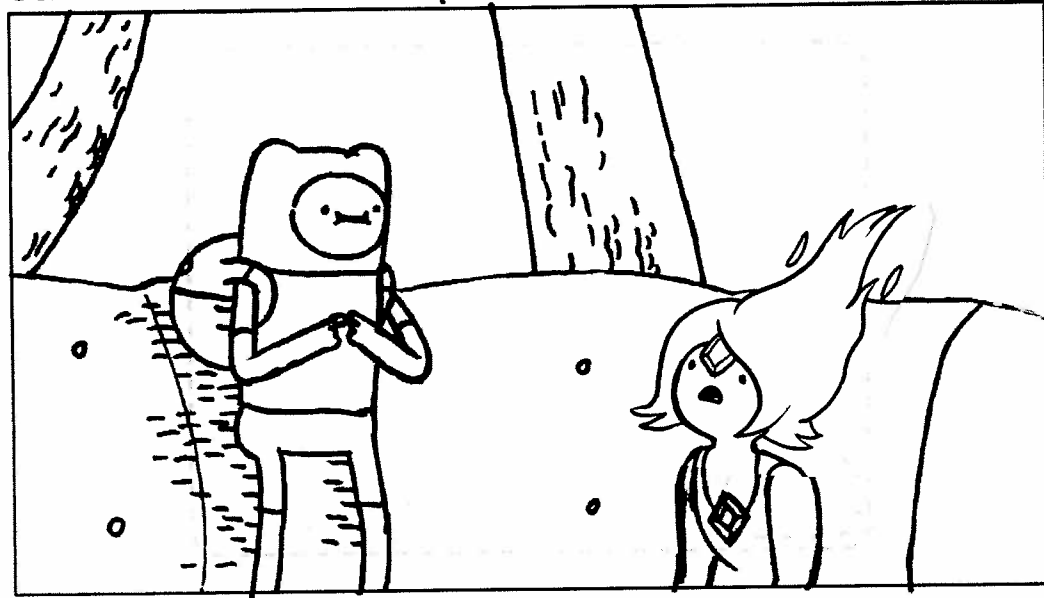


Sc. 25

Pnl. A

Bg.

day night



Dialog:

FP: I... (beat)

Action:

-FINN LOOKS UP

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



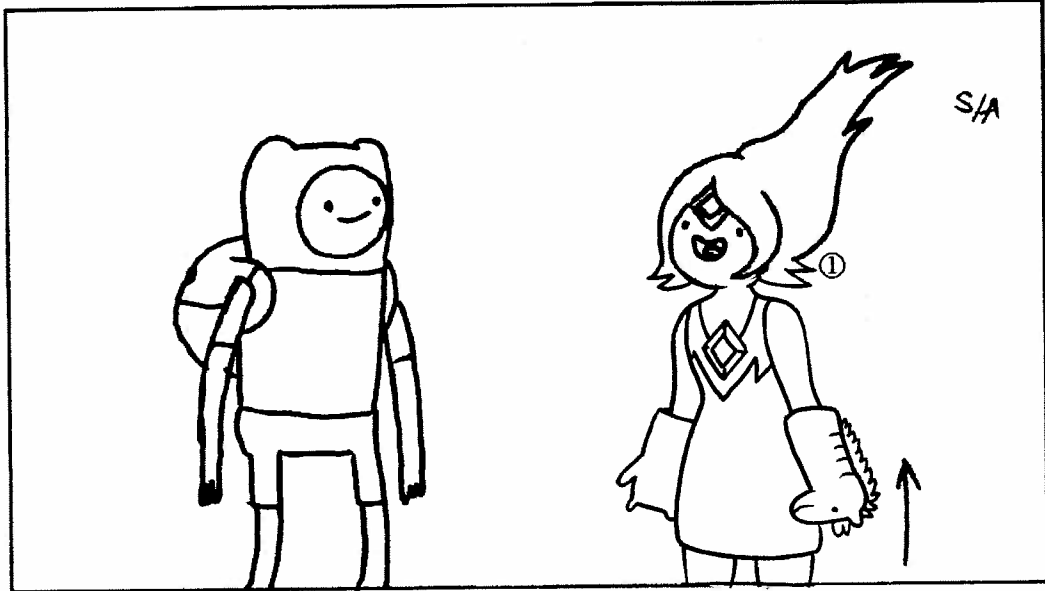
Page 38

Sc. 25

Pnl. B

Bg.

day night

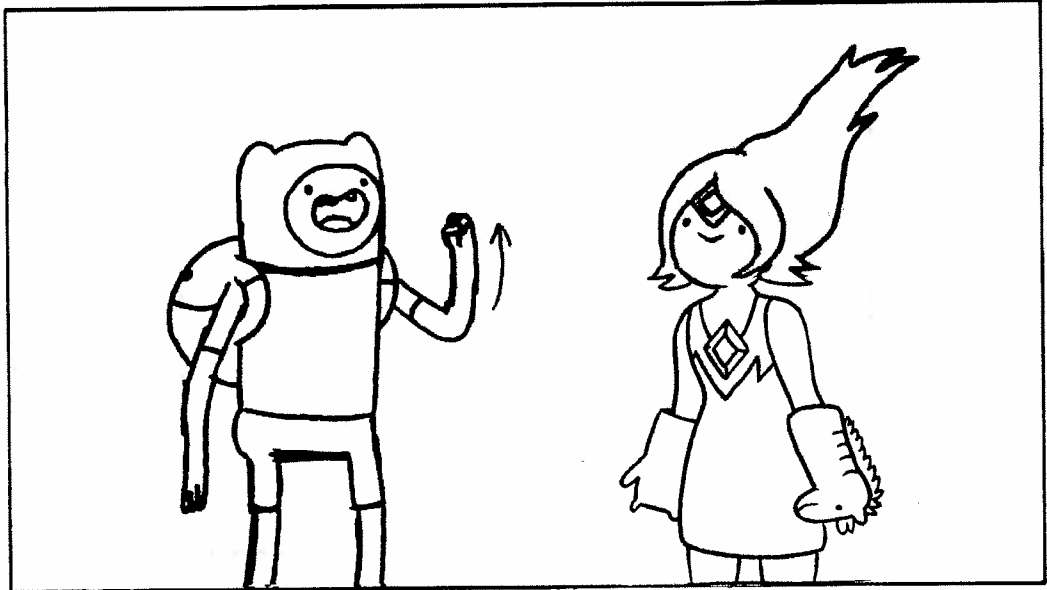


Sc. 25

Pnl. C

Bg.

day night



Dialog:

FP: okay. yeah let's do it.

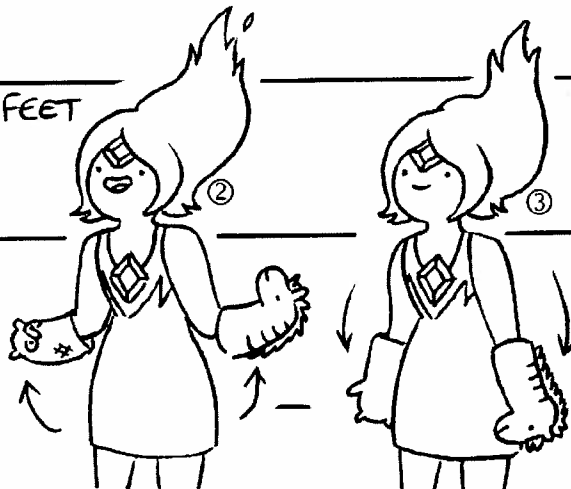
F: Dungeons!

Action:

-FP LEAPS TO HER FEET

-FINN RAISES A CLENCHED FIST.

Timing:



EPISODE # 1014-116

Production :



ADVENTURE TIME

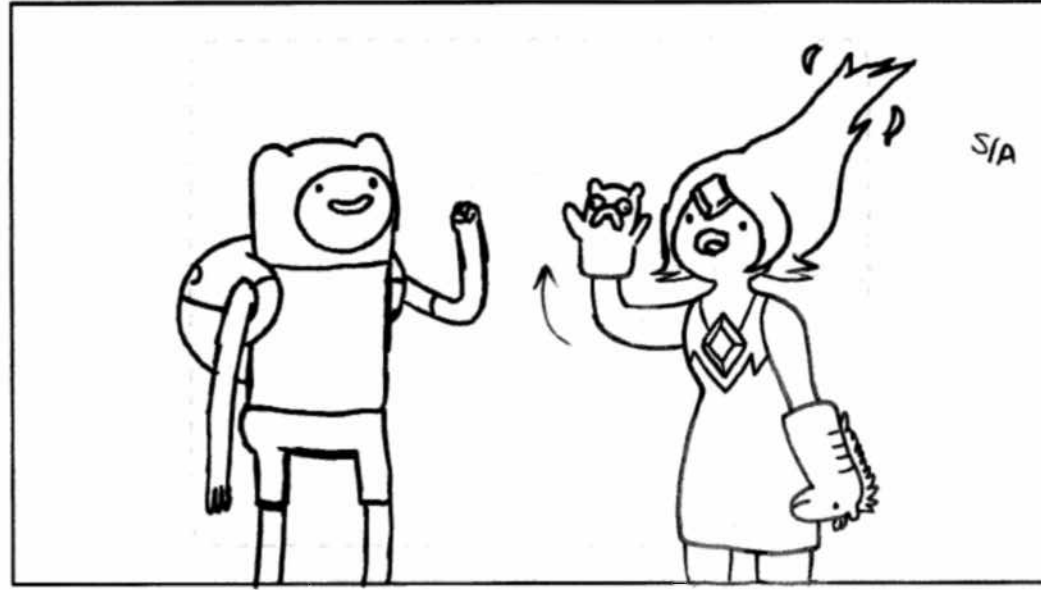


Sc. 25

Pnl. D

Bg.

day night

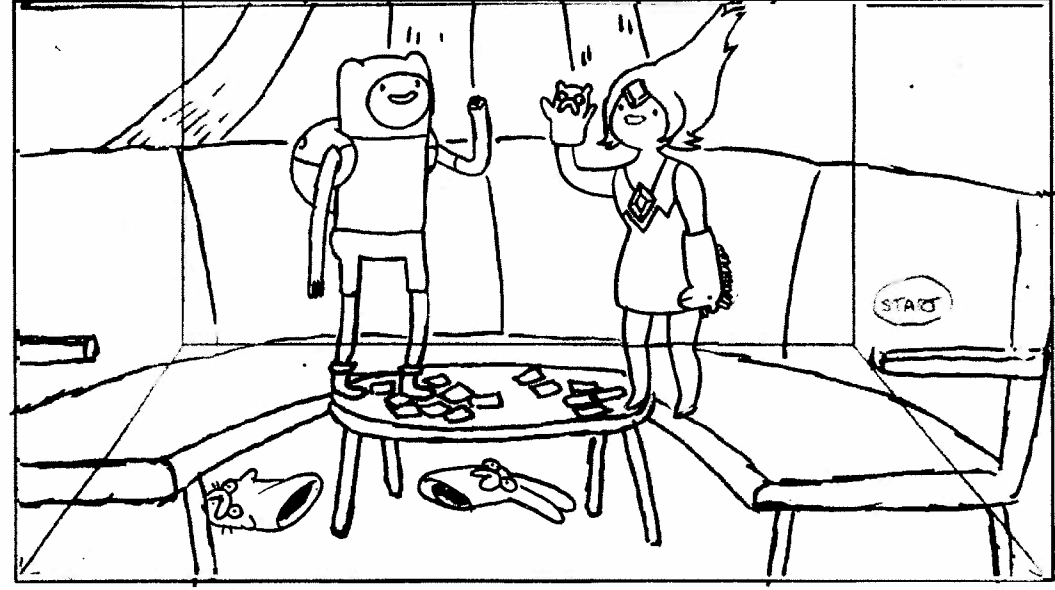


Sc. 25

Pnl. E

Bg.

day night



Dialog:

FP: Dungeons!

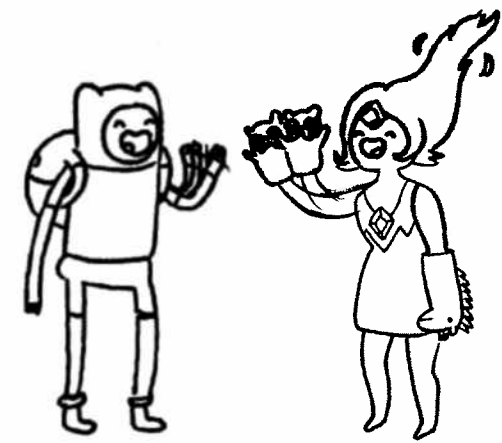
FINN  
FP: [ LAUGHING ]

Action:

-FP RAISES AN OVEN MITT.

-TRUCK OUT

Timing:



EPISODE # 1014-116

Production :

# ADVENTURE TIME



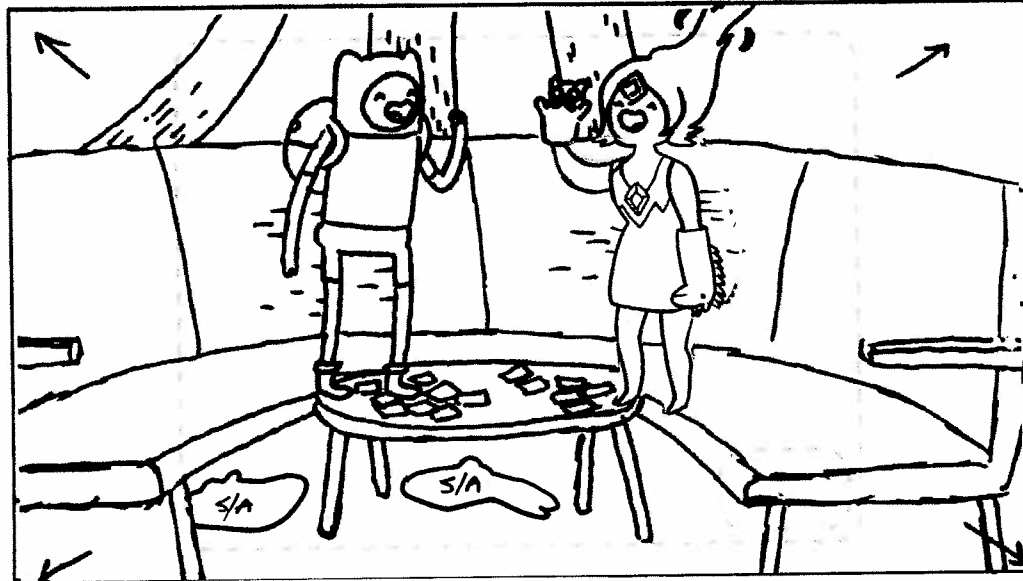
Page 40

Sc. 25

Pnl. F

Bg.

day night



Sc. 25

Pnl. G

Bg.

day night



EPISODE # 1014-116

Production :

Dialog:

J: chamomile tea!

Action: - JAKE WALKS ON/S WITH TEA SERVICE SET.

Timing:

# ADVENTURE TIME



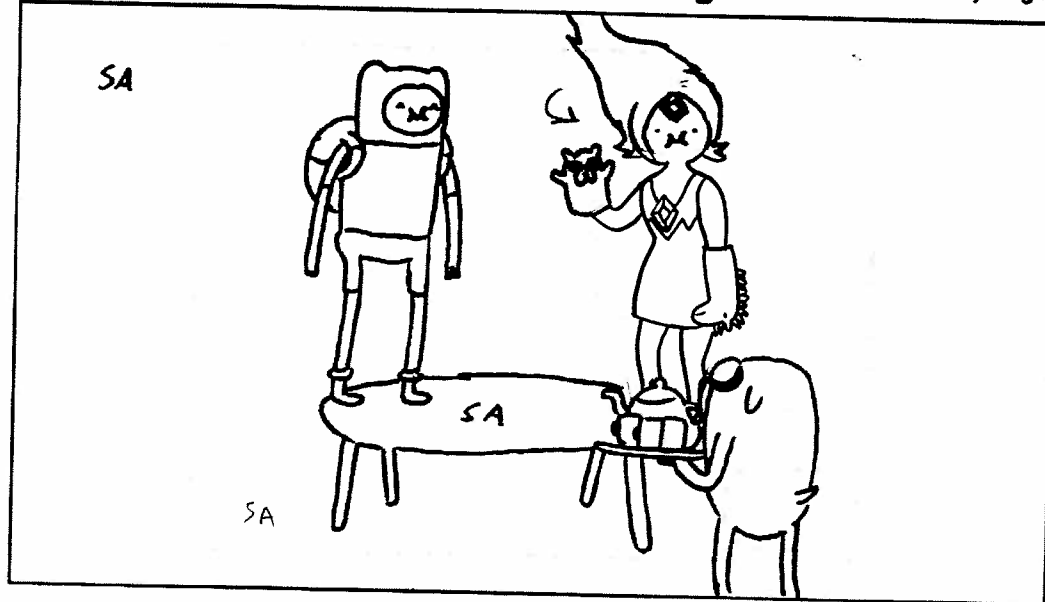
Page 41

Sc. 25

Pnl. H

Bg.

day night

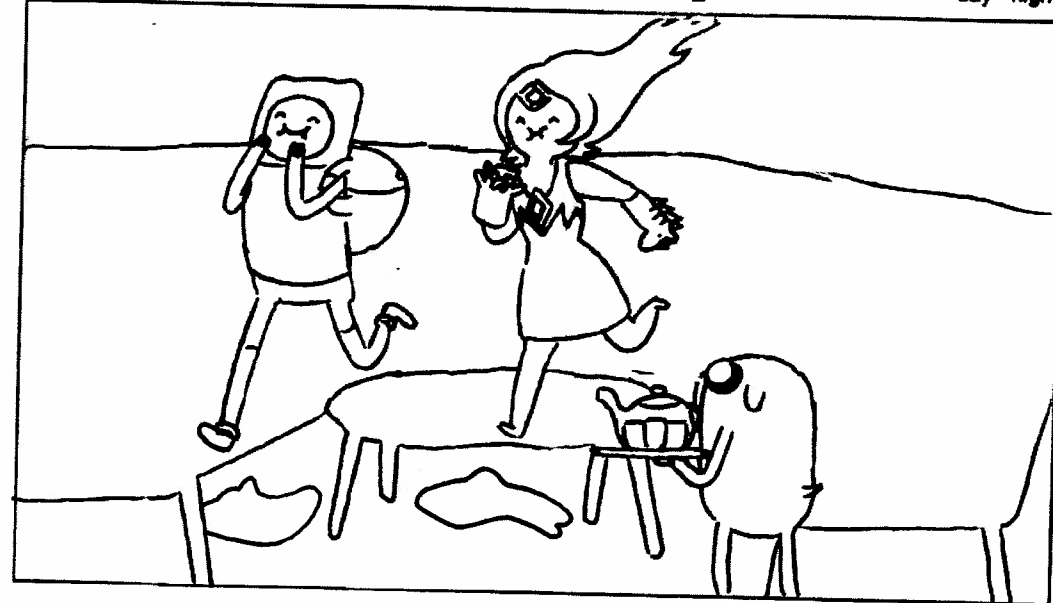


Sc. 25

Pnl. I

Bg.

day night



EPISODE # 1014-116

Production :

Dialog:

Action:

Timing:

# ADVENTURE TIME



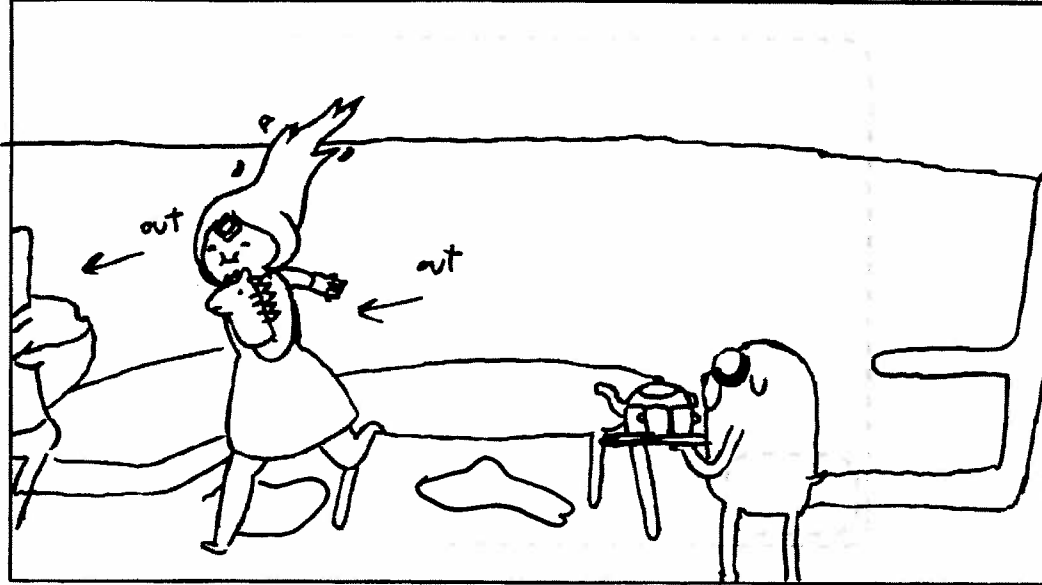
Page 42

Sc. 25

Pnl. J

Bg.

day night

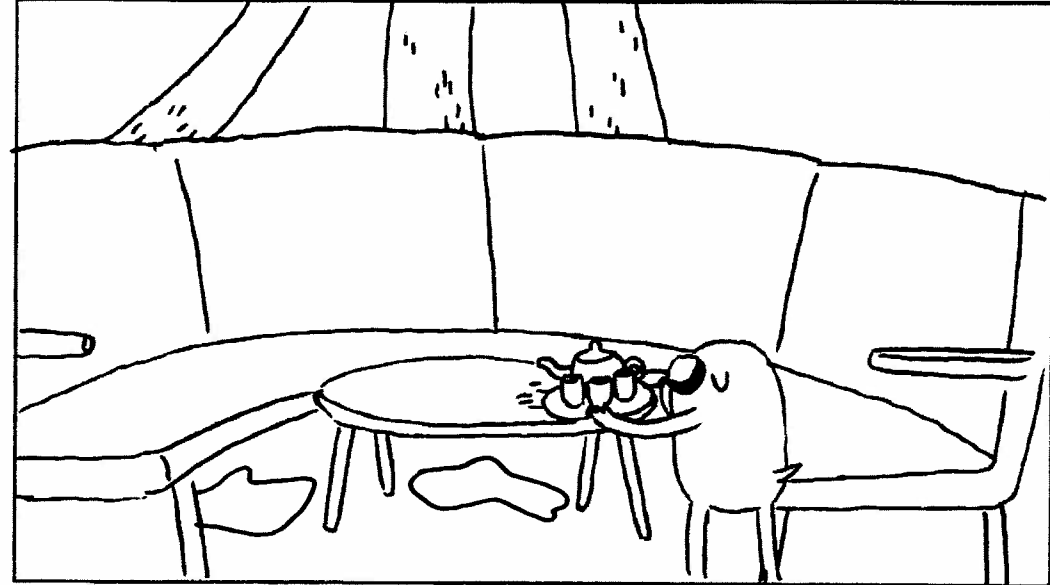


Sc. 25

Pnl. K

Bg.

day night



Dialog:

Action:

- Finn + FP excitedly run off/s. - Jake places tray on table.

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



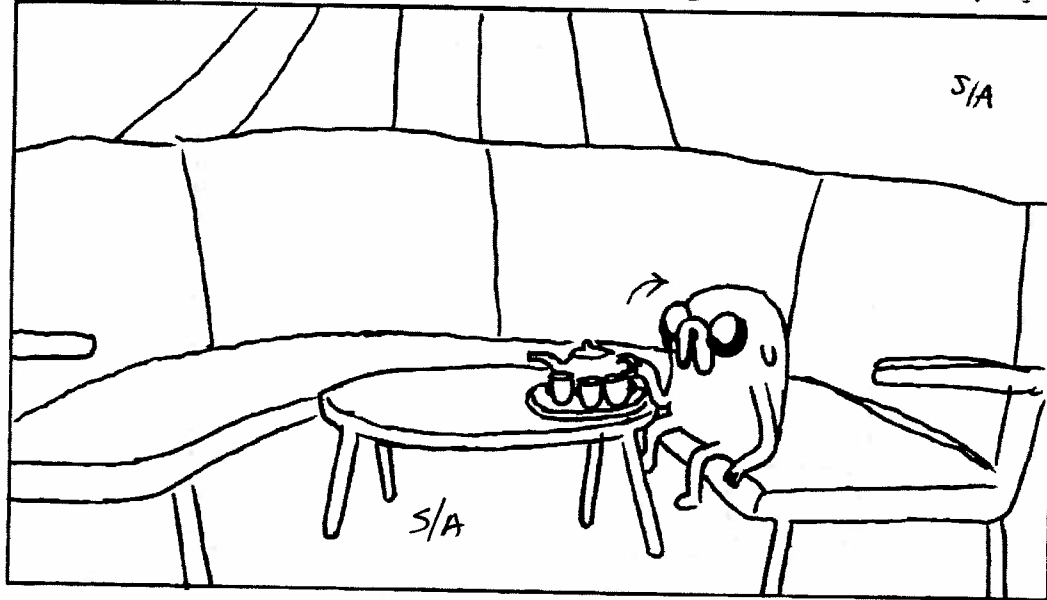
Page 43

Sc. 25

Pnl. L

Bg.

day night

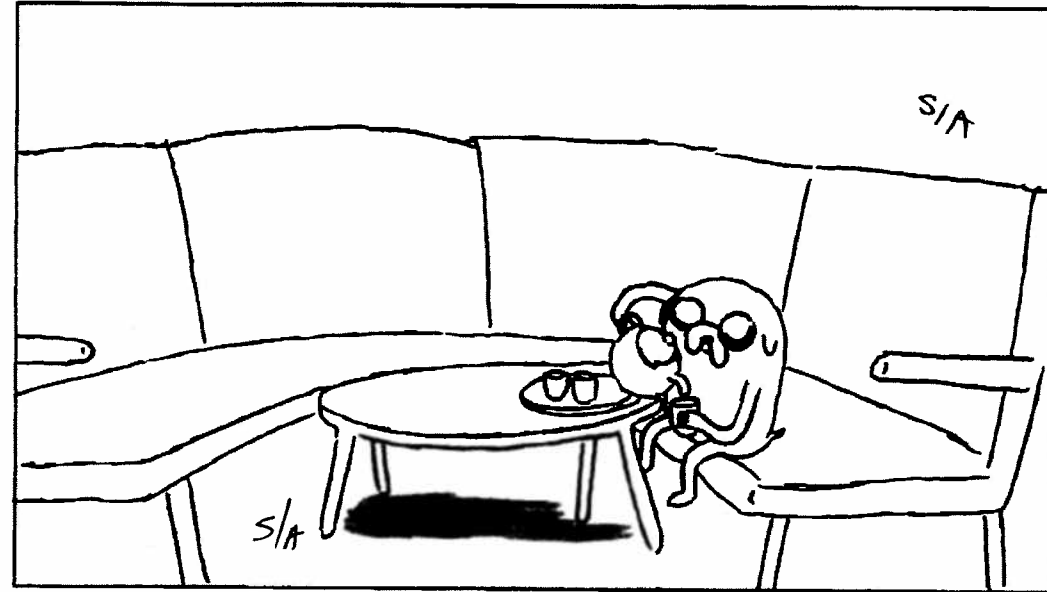


Sc. 25

Pnl. M

Bg.

day night



Dialog:

Action:

-JAKE SITS DOWN.

-JAKE POURS A CUP OF TEA

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME

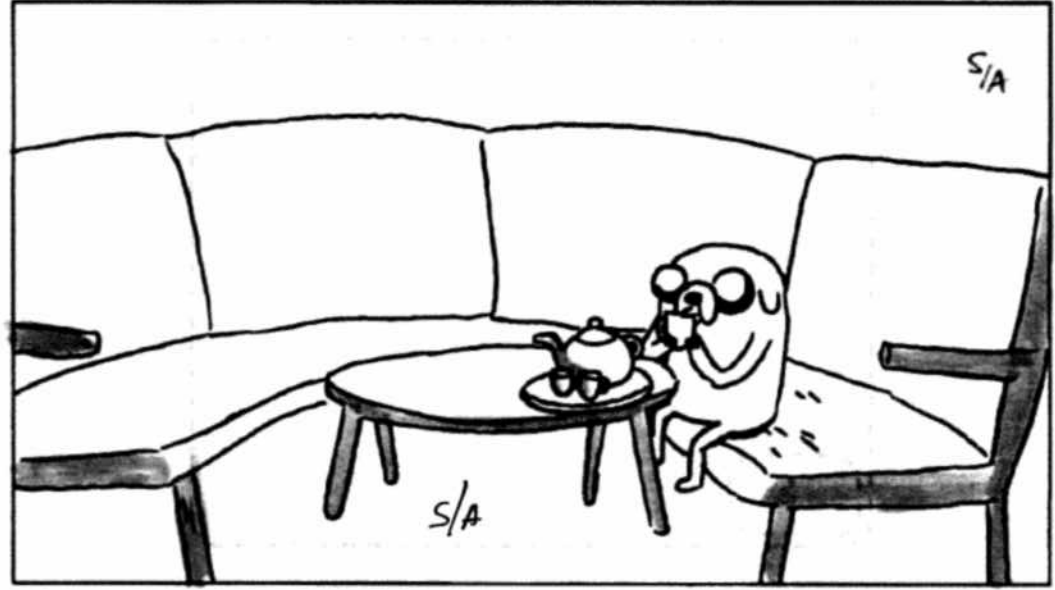


Sc. 25

Pnl. 0

Bg.

day night

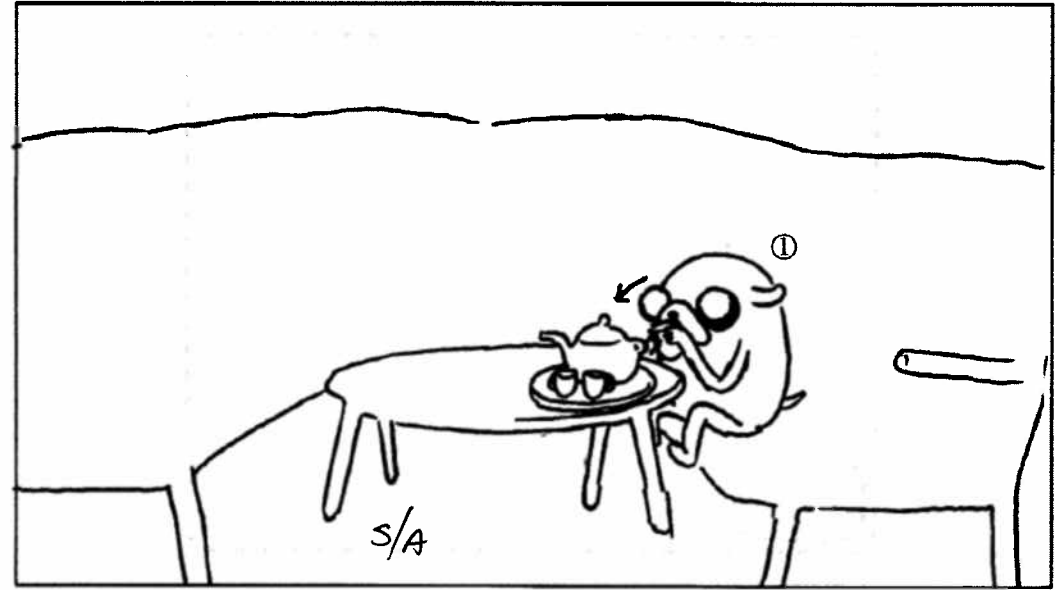


Sc. 25

Pnl. p

Bg.

day night



Dialog: ① [SIP]

Action: ~ scoots back.

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



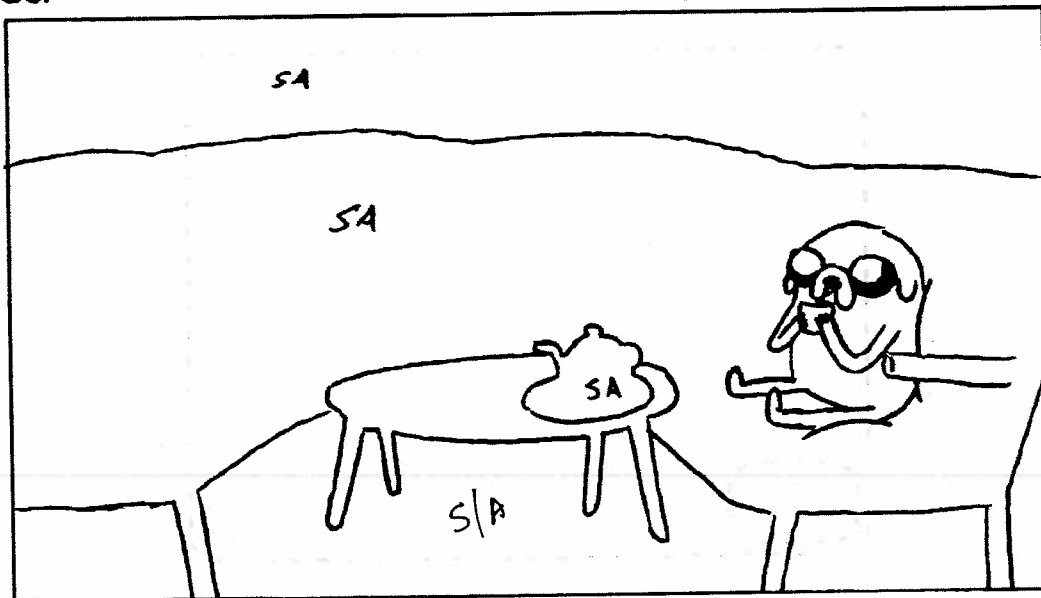
Page 45

Sc. 25

Pnl. Q

Bg.

day night

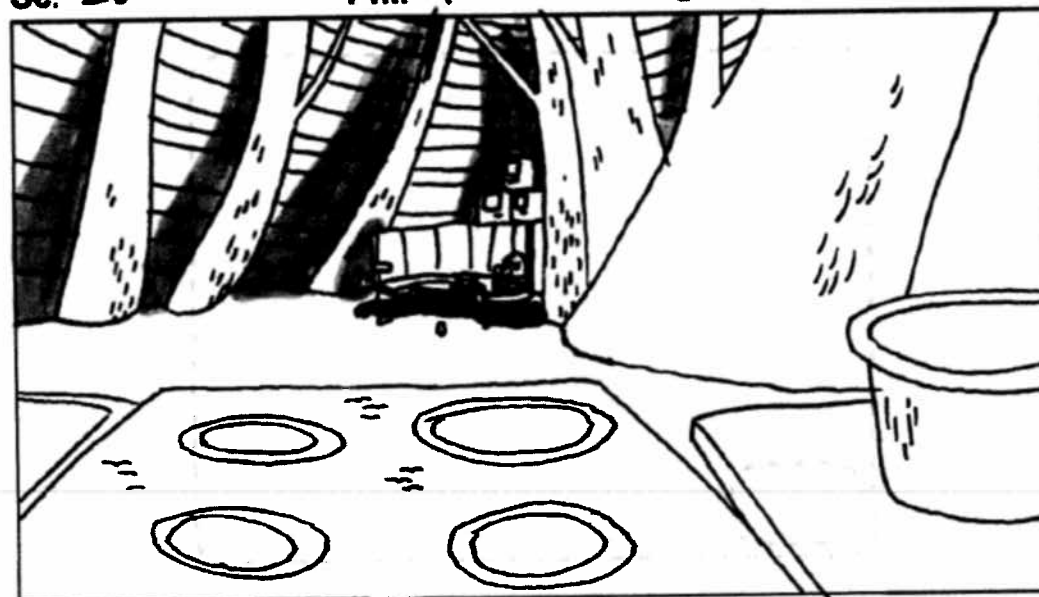


Sc. 26

Pnl. A

Bg.

day night



Dialog:

① [SIP]

J: [SIP]

Action:

-JAKE SIPS TEA AGAIN.

↑ WIPE

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 46

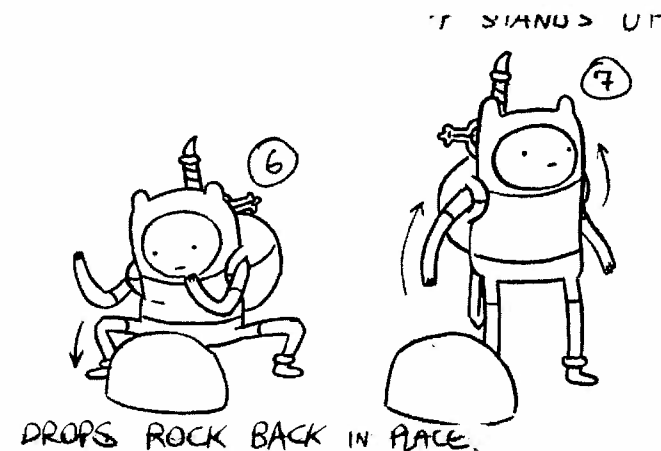
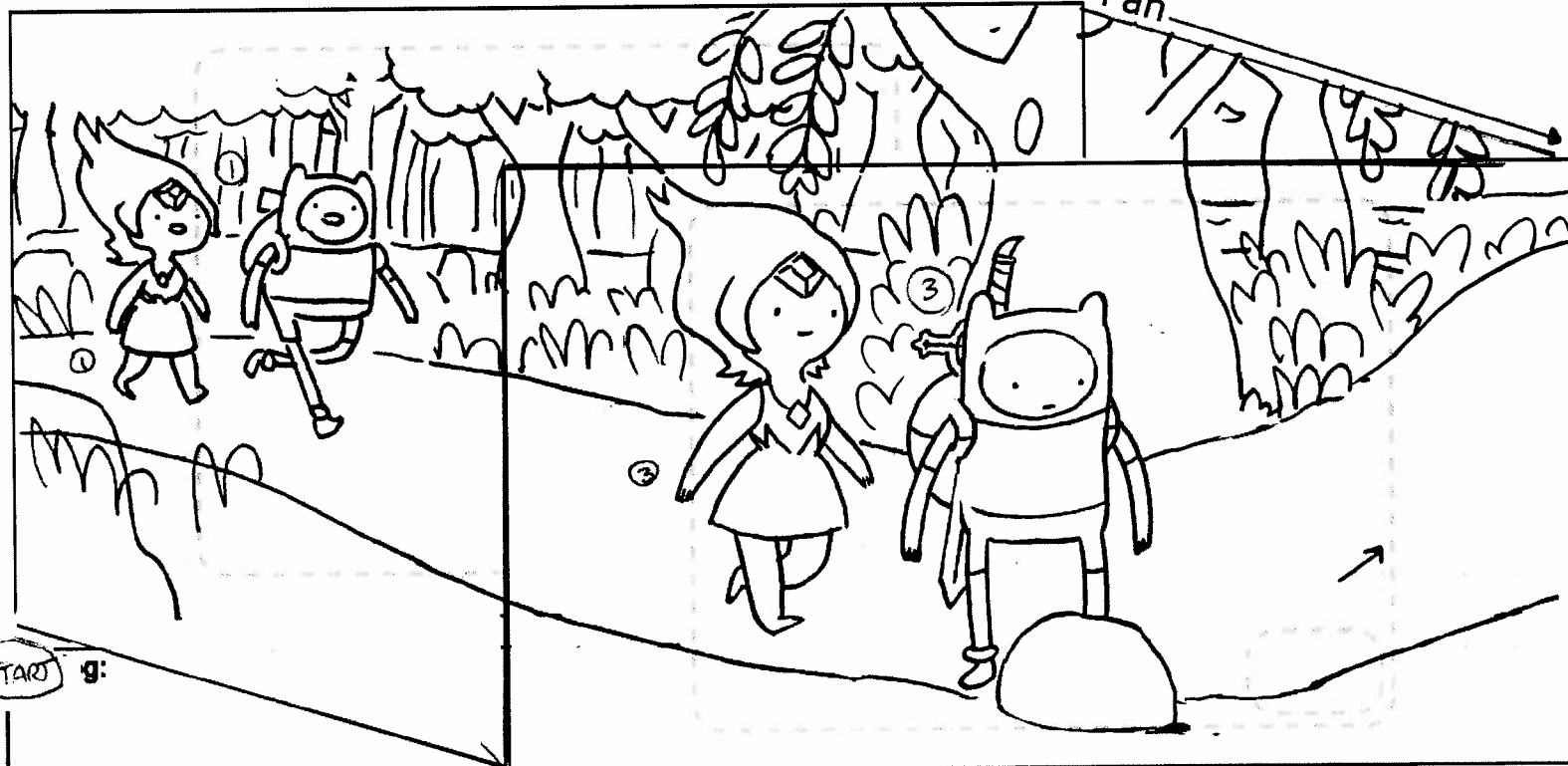
Sc. 27

Pnl. A

Bg.

day night

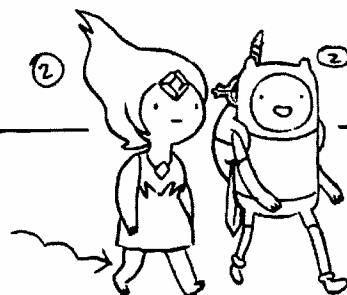
Pan



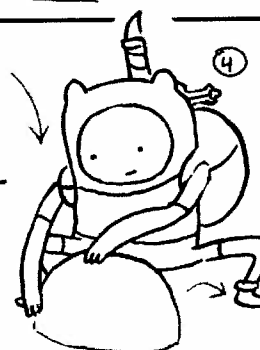
STOP

Action:

Timing:



- F+FP STOP  
NEXT TO ROCK.



- FINN SQUATS DOWN  
AND GRABS ROCK.



EPISODE # 1014-116

Production :



# ADVENTURE TIME



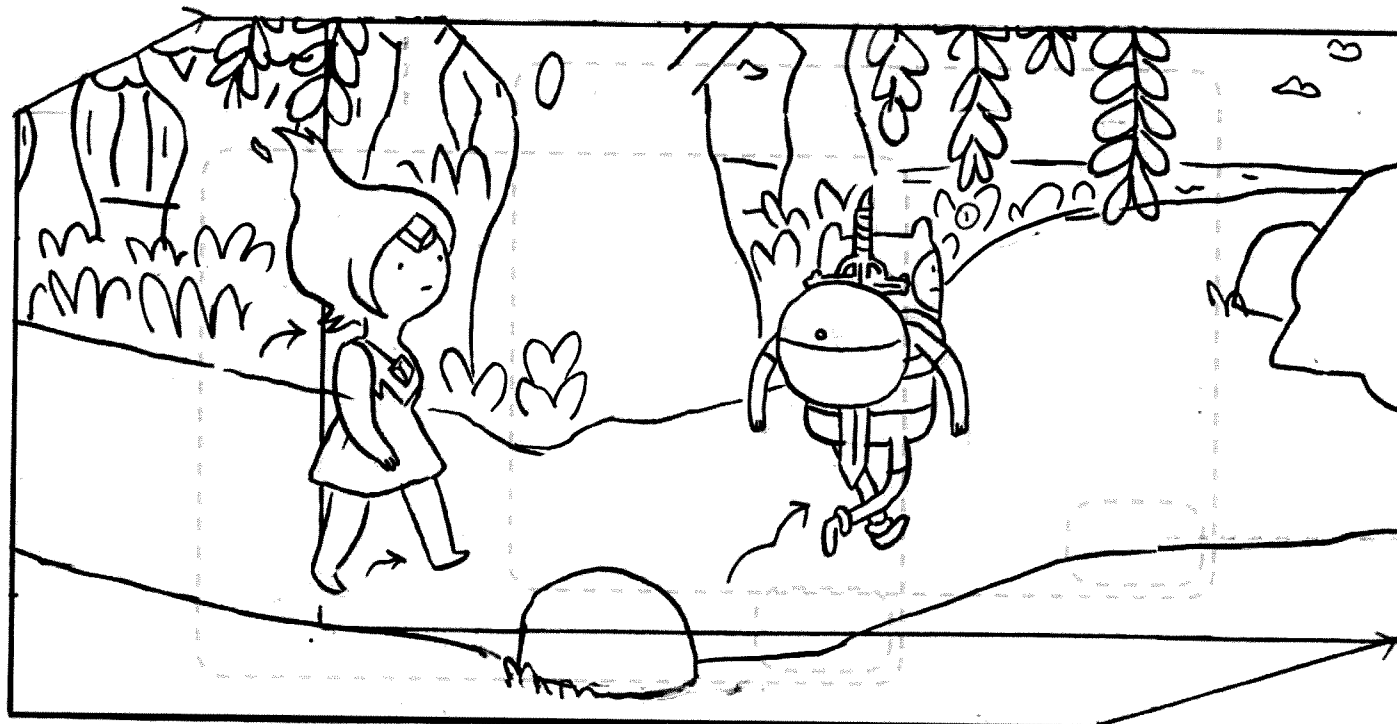
Page 46a

Sc. 27

Pnl. B

Bg.

day night



STOP

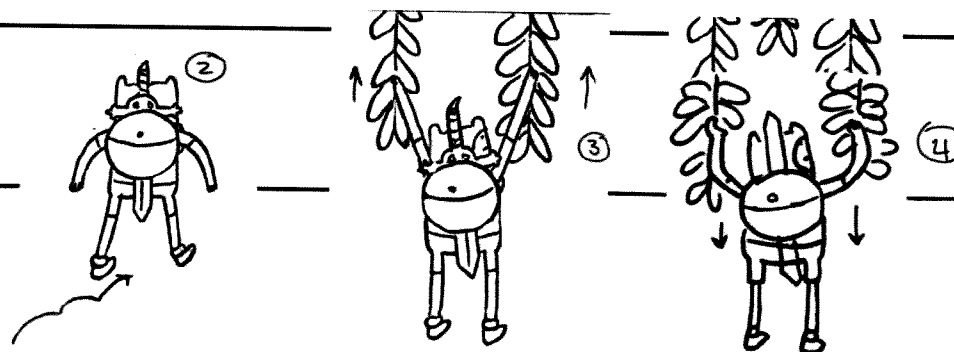
START

PAN →

Action:

-FINN WALKS TOWARDS  
VINES. FP FOLLOWS,

Timing:



-Finn tugs on vines

EPISODE # 1014-116

Production :

ADVENTURE TIME

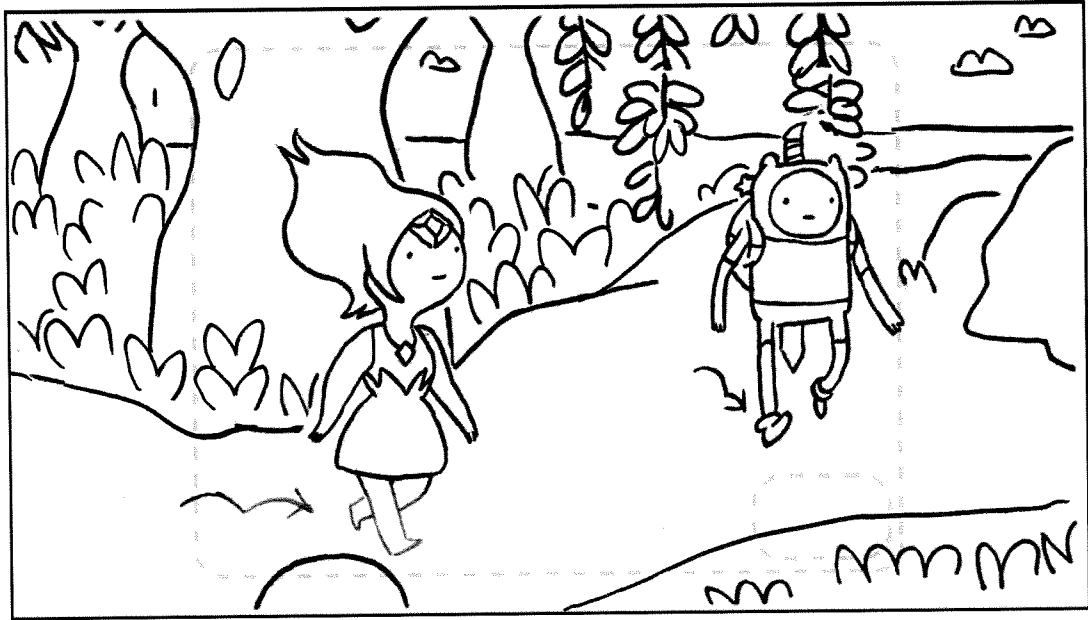


Sc. 27

Pnl. C

Bg.

day night

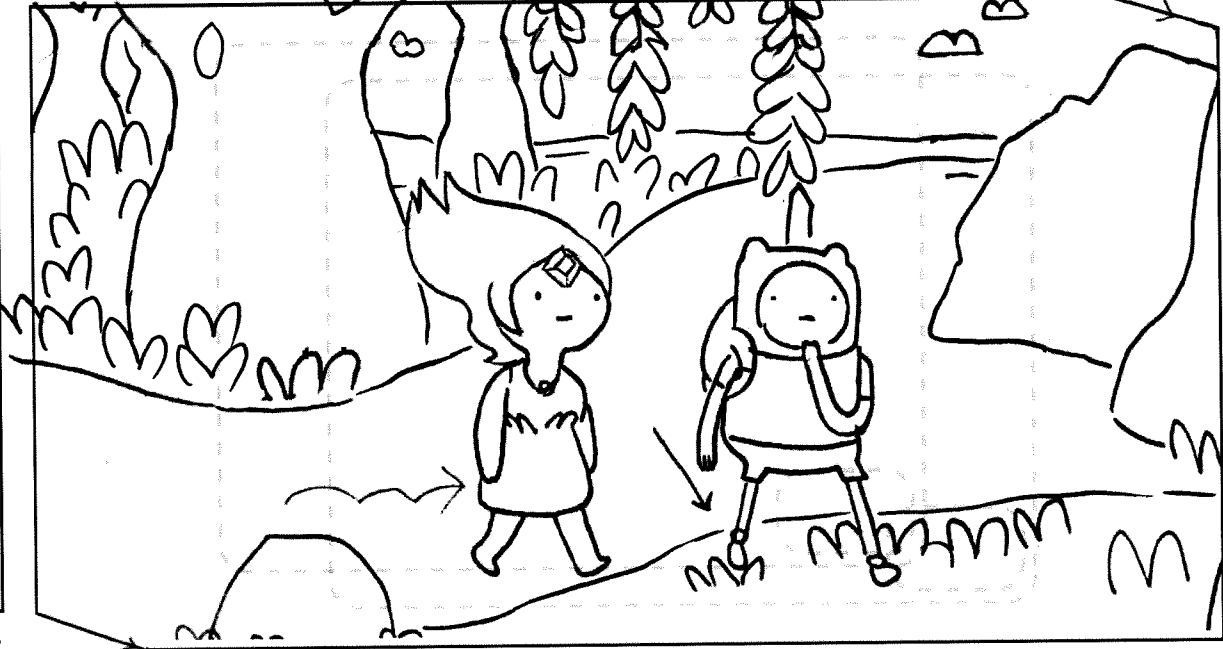


Sc. 27

Pnl. D

Bg.

day night



Dialog:

Action:

- Finn walks into foreground

Timing:

Production :

EPISODE # 1014-116

ADVENTURE TIME

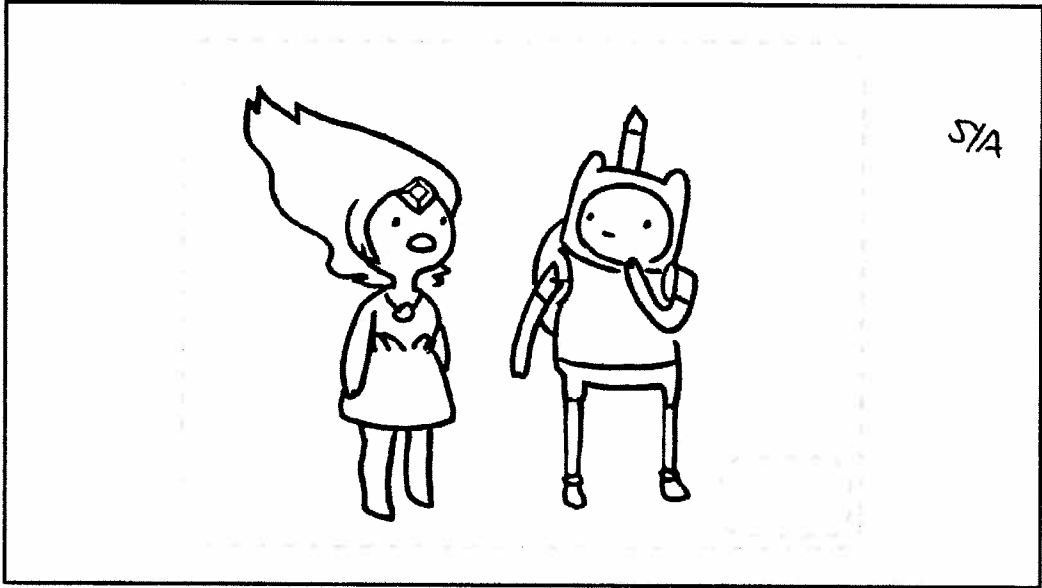


Sc. 27

Pnl. E

Bg.

day night

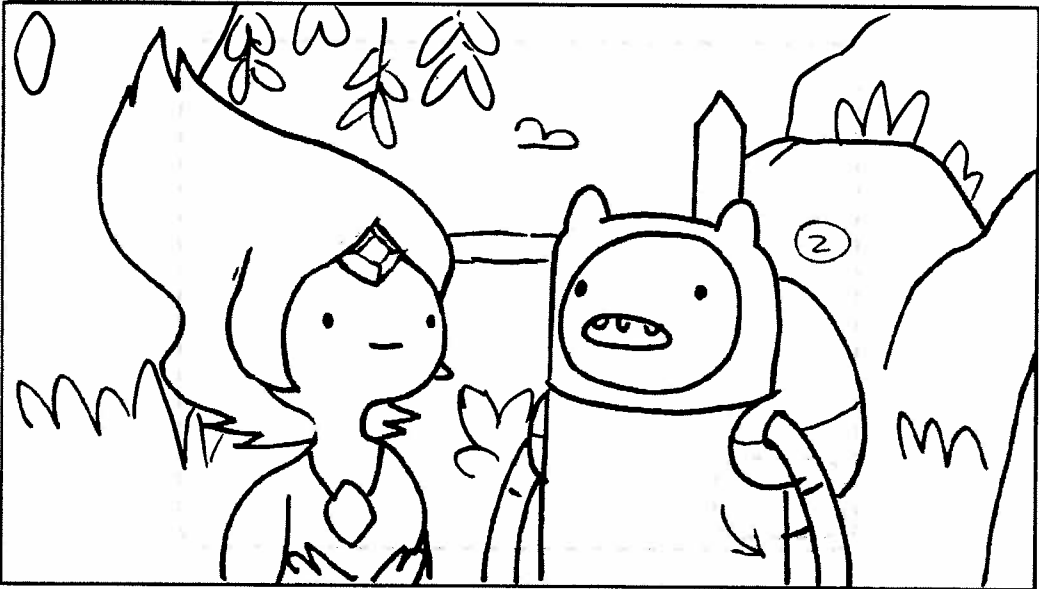


Sc. 28

Pnl. A

Bg.

day night



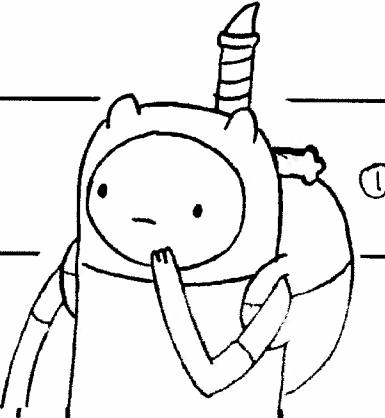
Dialog:

FP / IS THIS HOW YOU  
LOOK FOR A DUNGEON ?

Action:

Timing:

F / YEAHH , A LOT OF  
TIMES THE ENTRANCES  
ARE HIDDEN ..



EPISODE # 1014-116

Production :

# ADVENTURE TIME



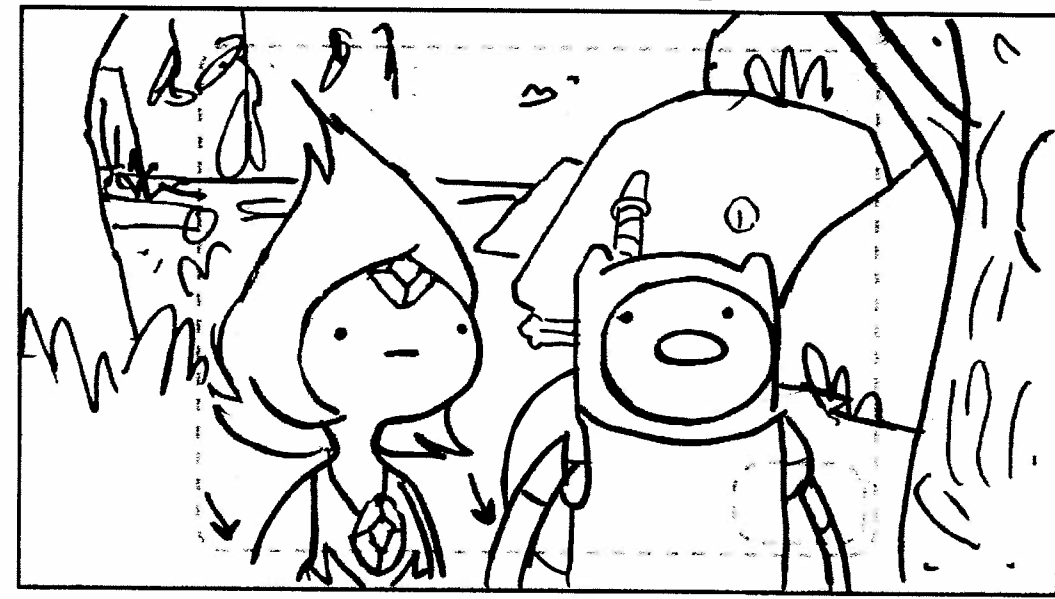
Page 49

Sc. 28

Pnl. B

Bg.

day night



Sc. 28

Pnl. C

Bg.

day night



Dialog:		F/.. So you GOTTA LOOK UNDER ROCKS AND STUFF FOR A SECRET SWITCH .....	
Action:	they walk towards camera		
Timing:		BG camera adj w/ them	

FINN PUTS HAND  
ON TREE AND FEELS IT

EPISODE# 1014-116

Production :

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# ADVENTURE TIME



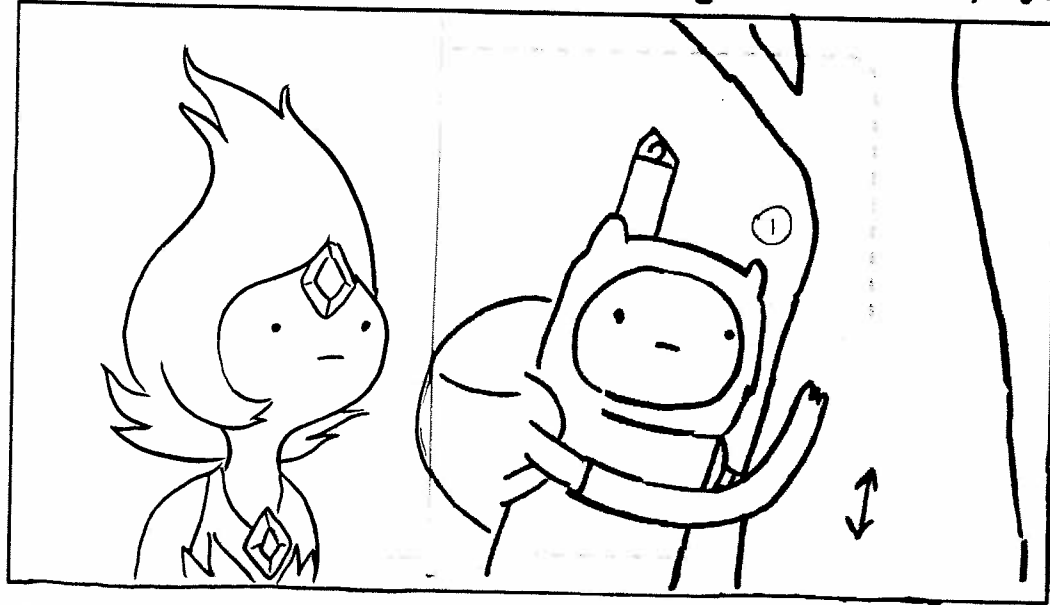
Page 50

Sc. 28

Pnl. D

Bg.

day night

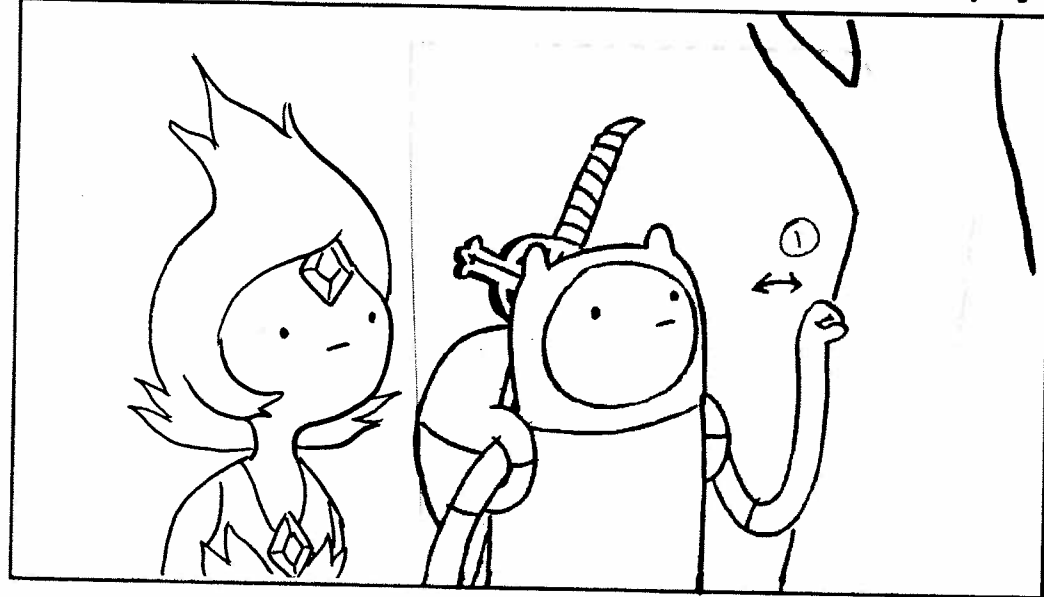


Sc. 28

Pnl. E

Bg.

day night



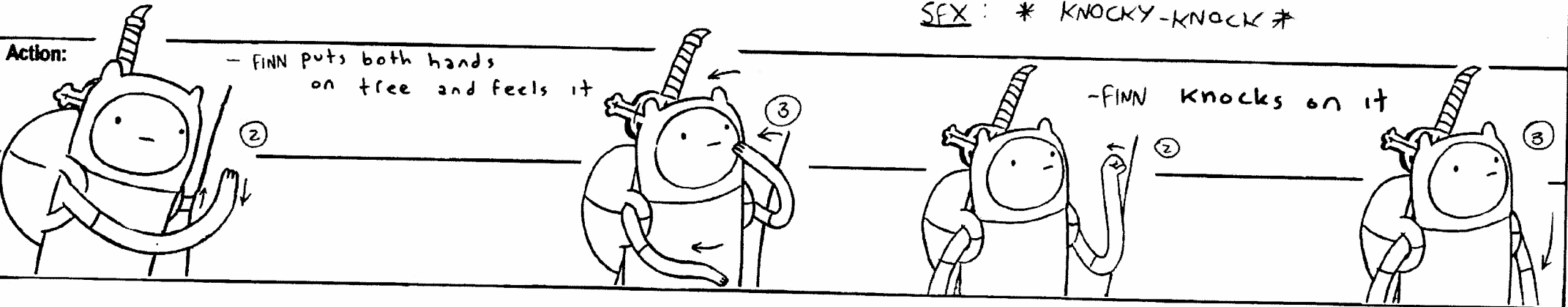
Dialog:

Action:

- FINN puts both hands  
on tree and feels it

SFX : \* KNOCKY-KNOCK \*

-FINN knocks on it



EPISODE # 1014-116

Production :

# ADVENTURE TIME



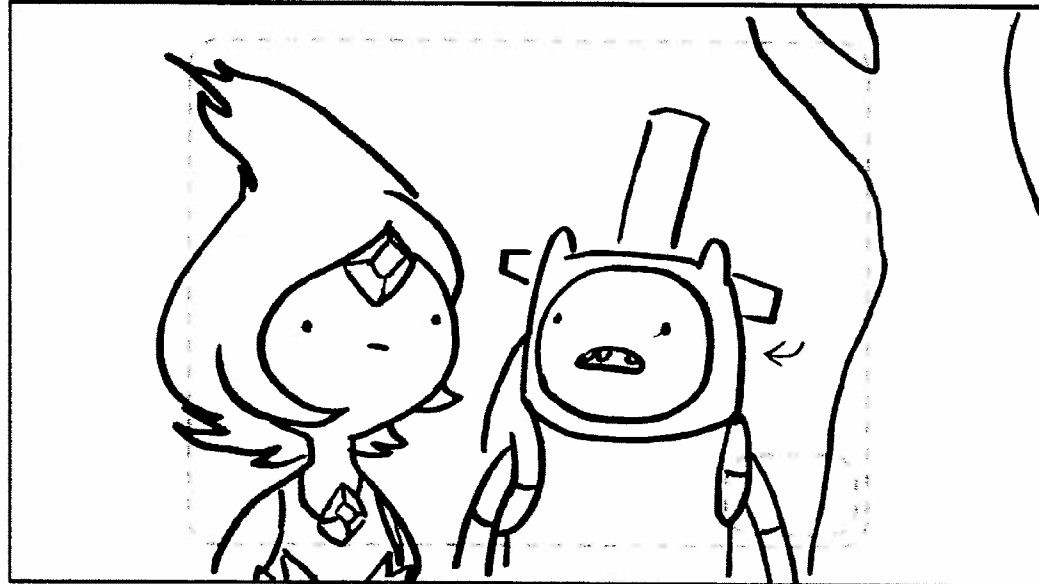
Page 51

Sc. 28

Pnl. F

Bg.

day night

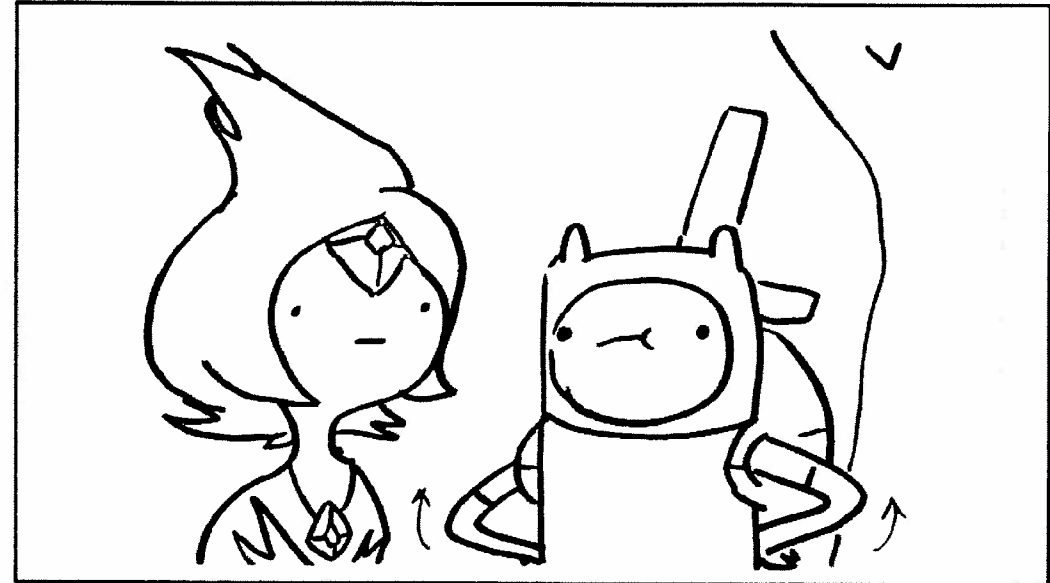


Sc. 28

Pnl. G

Bg.

day night



EPISODE # 1014-116

Dialog:

F/ SOMETIMES IT TAKES  
A WHILE.

F/ Hmmm....

Action:

- FINN TURNS TOWARDS F.P.

- FINN PUTS HANDS  
ON HIPS  
- FP looks  
around

Timing:



Production :

ADVENTURE TIME



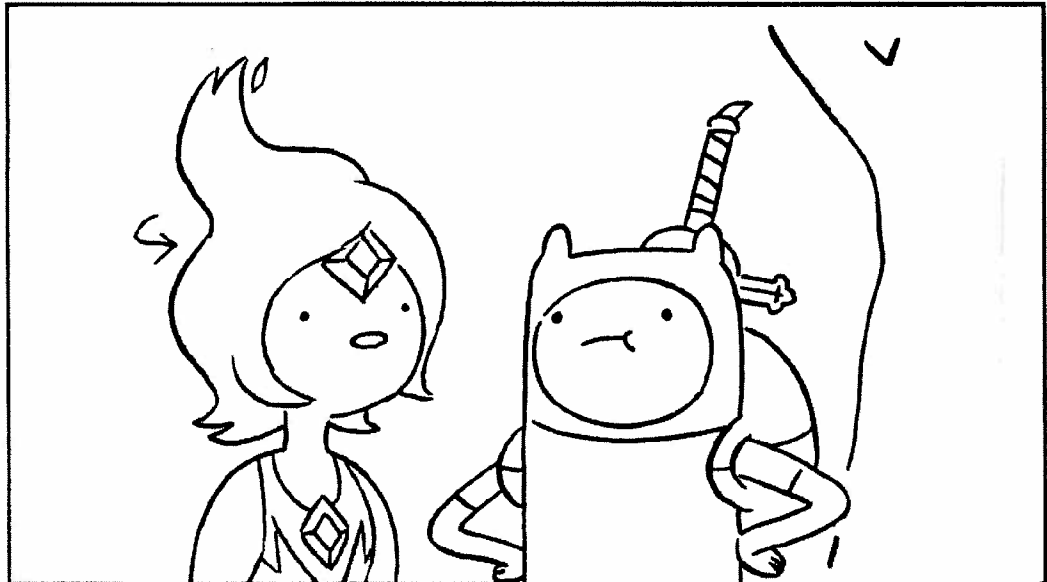
Page 52

Sc. 28

Pnl. H

Bg.

day night

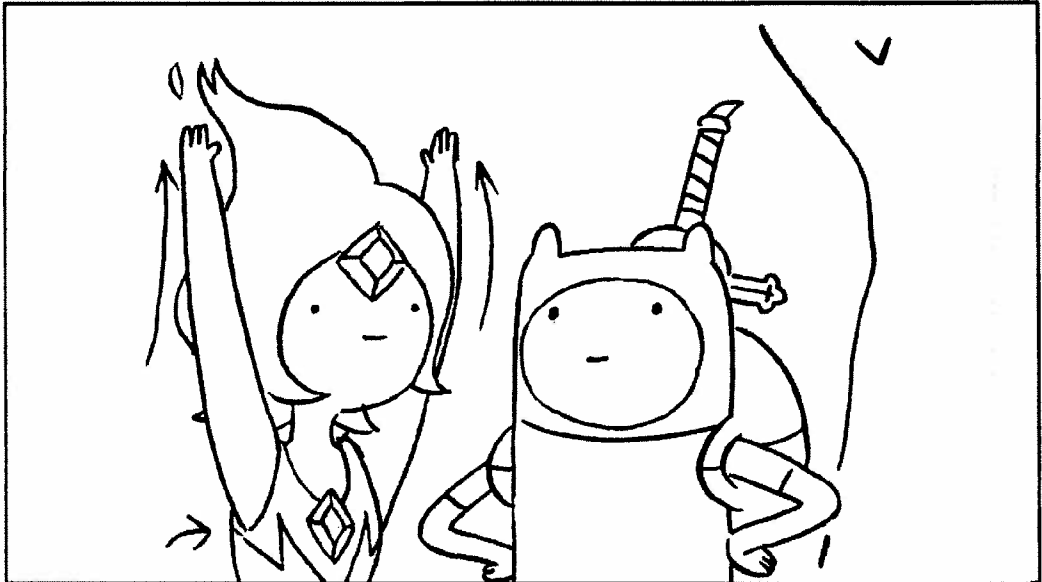


Sc. 28

Pnl. I

Bg.

day night



Dialog:

FP: I'll use my HEAT SENSE.

Action:

-FP RAISES HER ARMS

Timing:

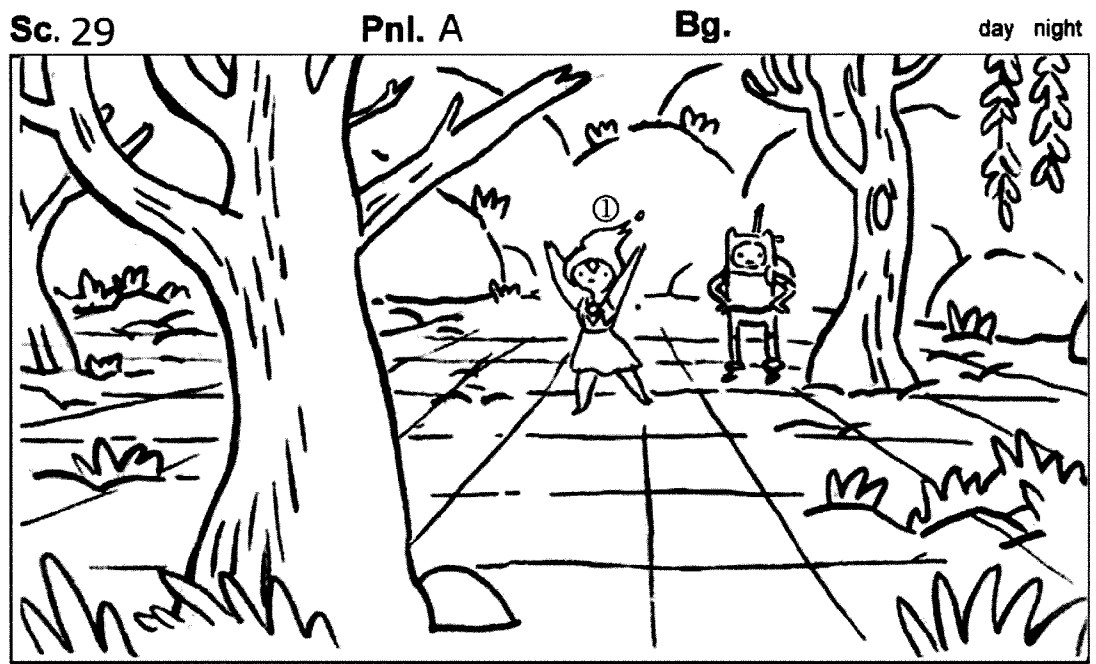
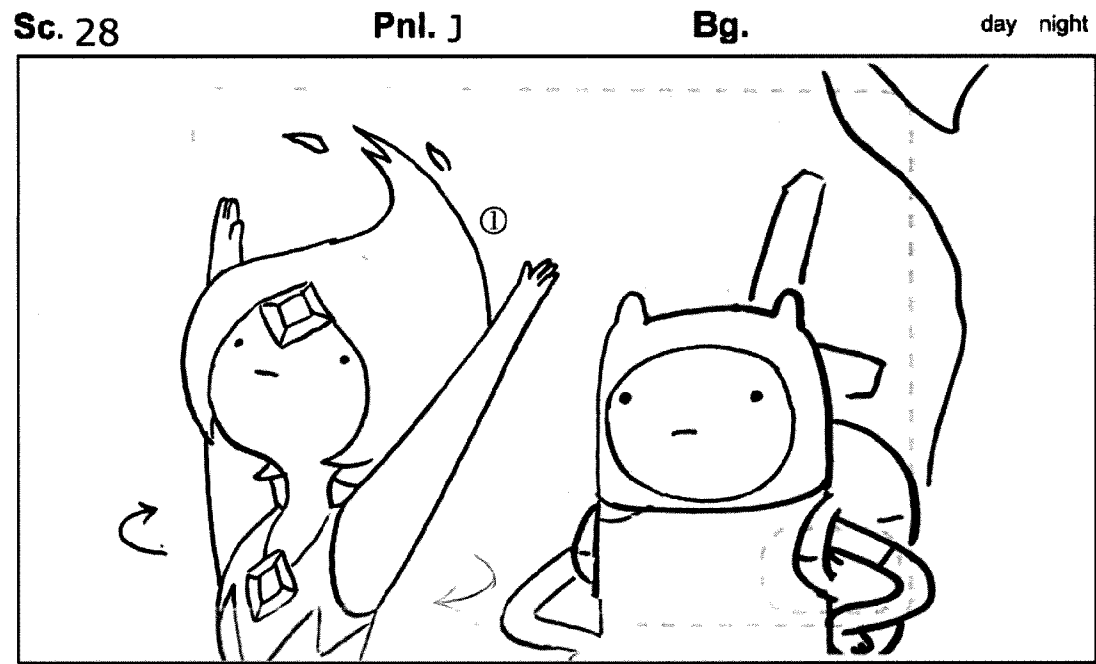
EPISODE # 1014-116



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ADVENTURE TIME

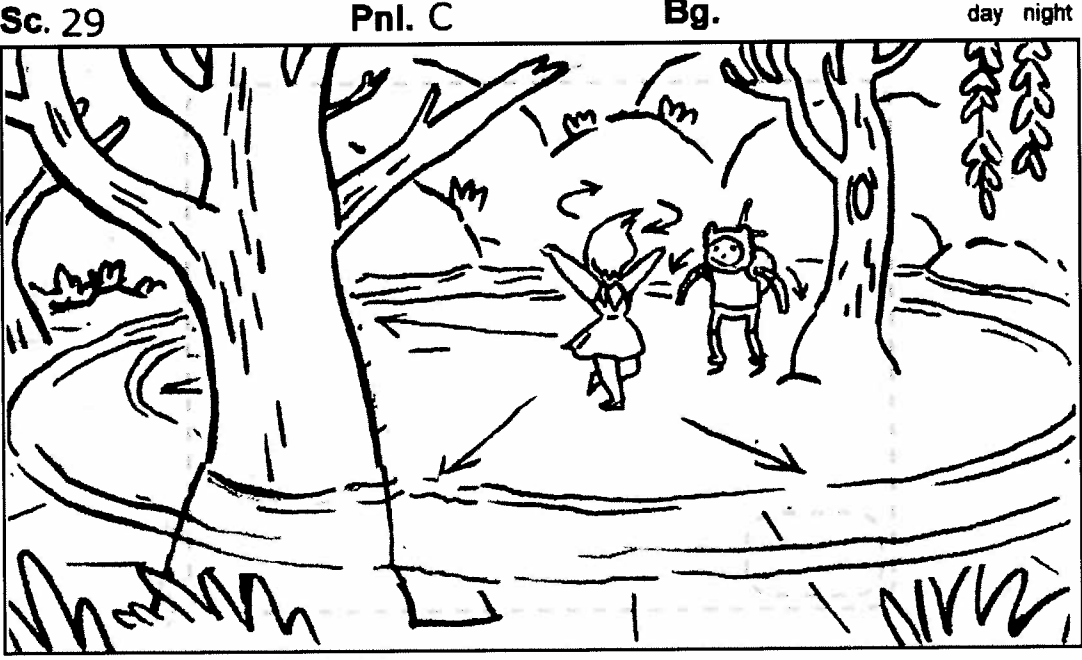
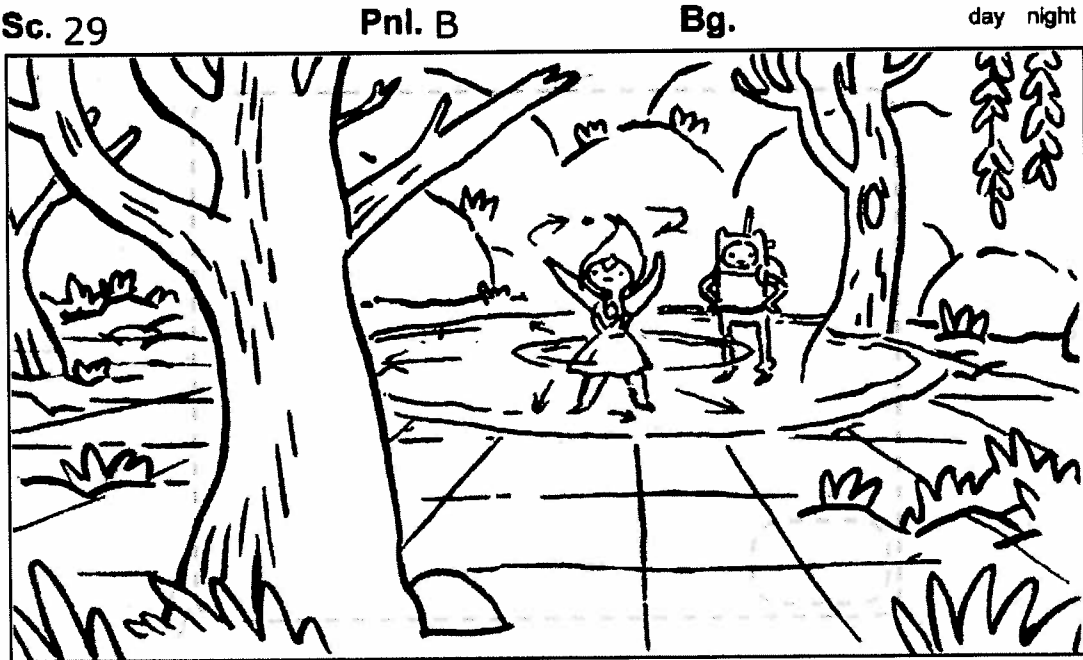


Dialog:	
Action:	 <p>-FP SPINS OFF/S</p>
Timing:	 <p>-FP TWIRLS IN PLACE -WAVE OF HEAT VAPORS EMANATES FROM FP</p>

EPISODE # 1014-116 Production :



ADVENTURE TIME



Dialog:	
SFX: *FWOOM	
Action:	-HEAT WAVE TRAVELS IN ALL DIRECTIONS      -HEAT WAVE TRAVELS THROUGH ROCKS & TREES
Timing:	

EPISODE # 1014-116

Production :

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ADVENTURE TIME



Sc. 29

Pnl. D

Bg.

day night

Sc. 29

Pnl. E

Bg.

day night

Dialog:
Action: -HEAT VAPORS DISSIPATE & TRAVEL OFF/S
Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME

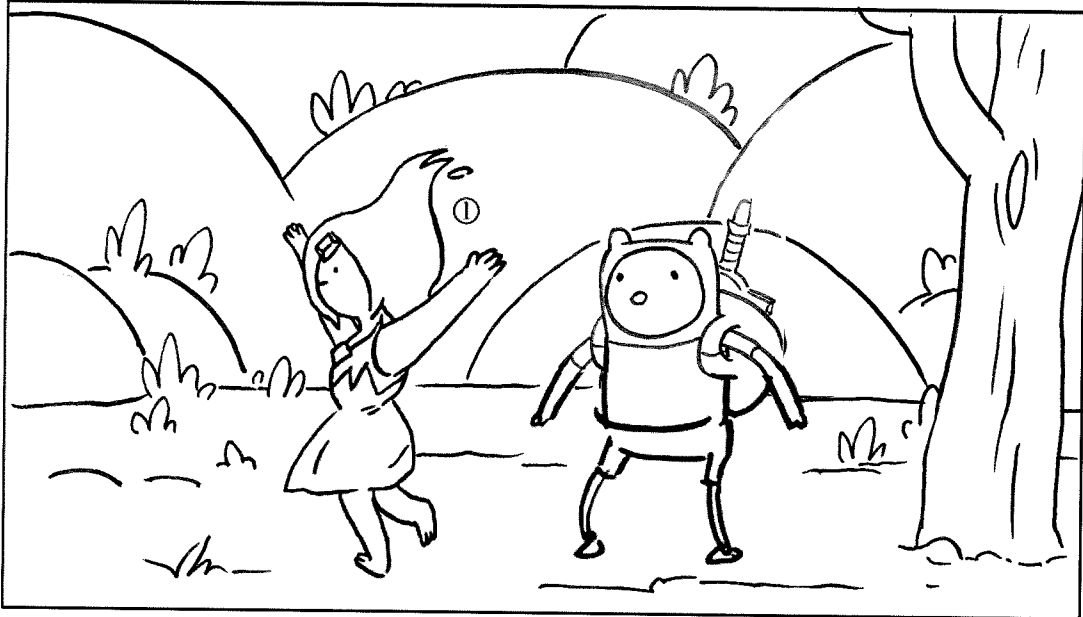


Sc. 29A

Pnl. A

Bg.

day night

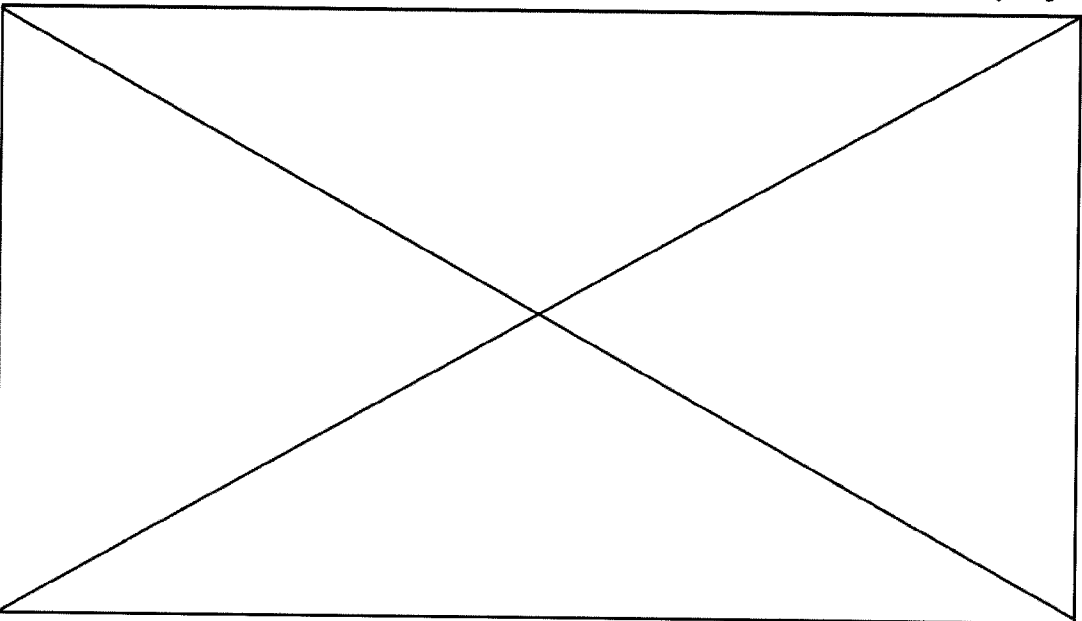


Sc.

Pnl.

Bg.

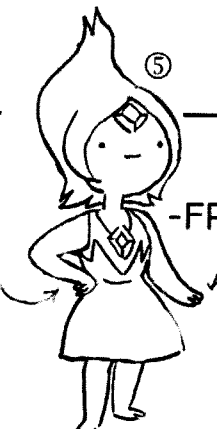
day night



Dialog:

Action:

Timing:



-FP STOPS TWIRLING

EPISODE # 1014-116

Production :

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# ADVENTURE TIME



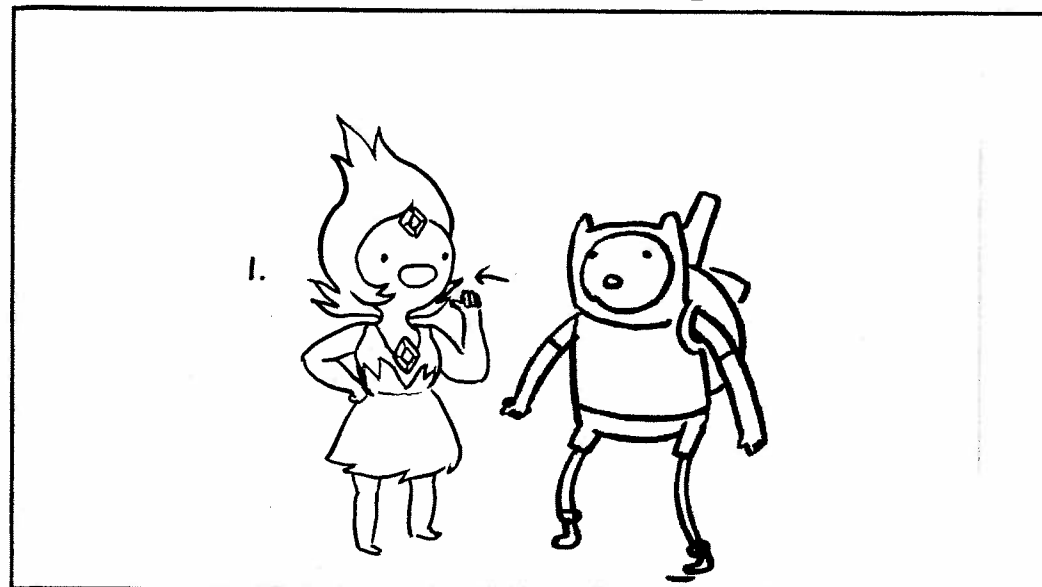
Page 53

Sc. 29A

Pnl. B

Bg.

day night



Sc. 29A

Pnl. C

Bg.

day night



Dialog:

F.P. / THAT TREE OVER THERE  
IS NOT MADE OUT OF WOOD

F / REALLY ?

Action:



- FINN LOOKS PAST F.P.

Timing:

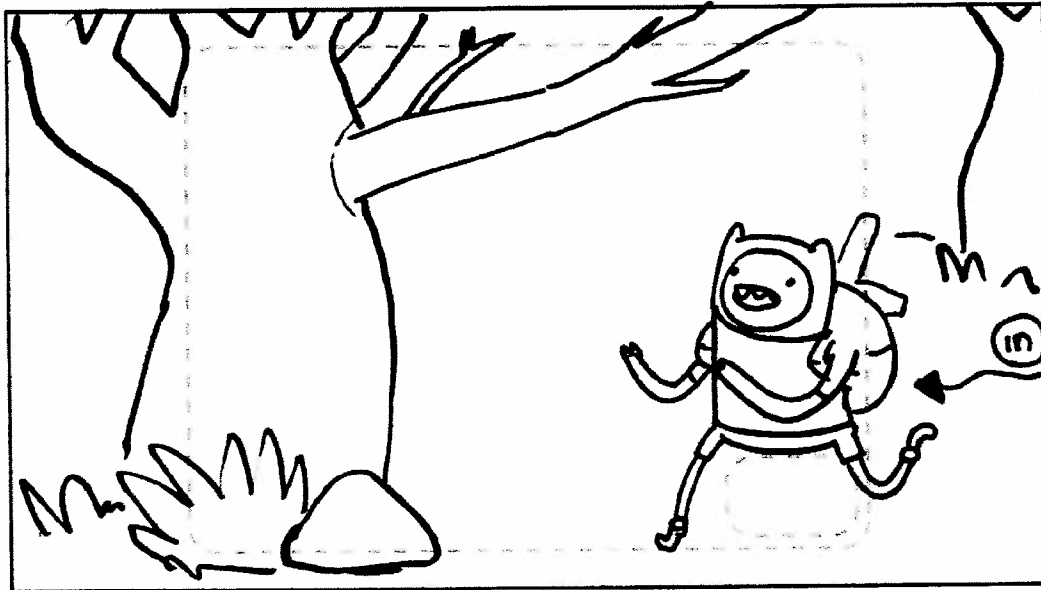
EPISODE # 1014-116

Production :

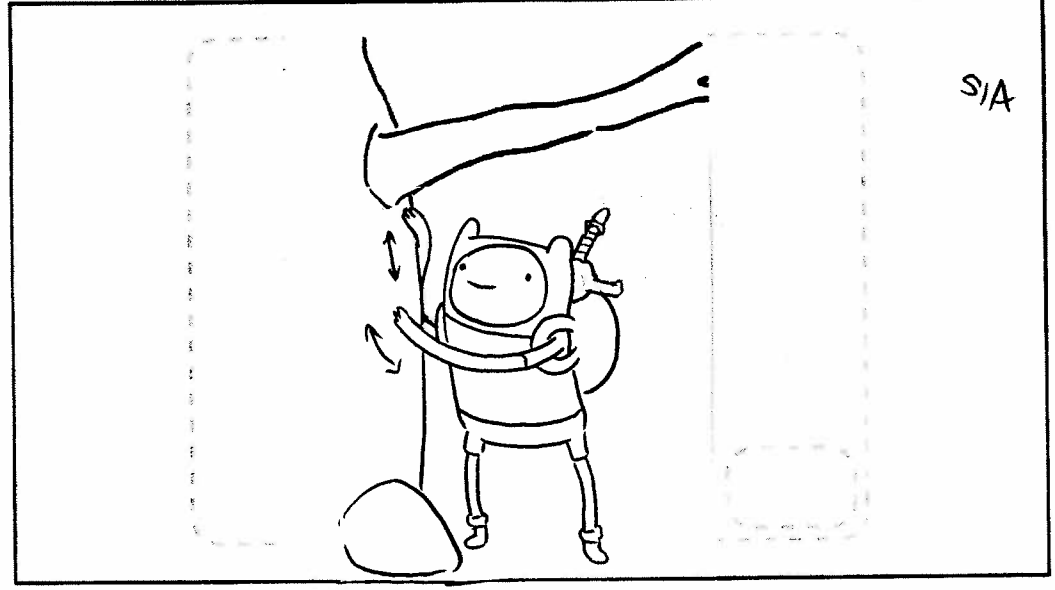
ADVENTURE TIME




Sc. 30 Pnl. A Bg. day night



Sc. 30 Pnl. B Bg. day night



Dialog:	
F / HA HA , YES .	
Action:	(FEEL , FEEL)
Timing:	 F looks up at branch

EPISODE # 1014-116 Production :

# ADVENTURE TIME



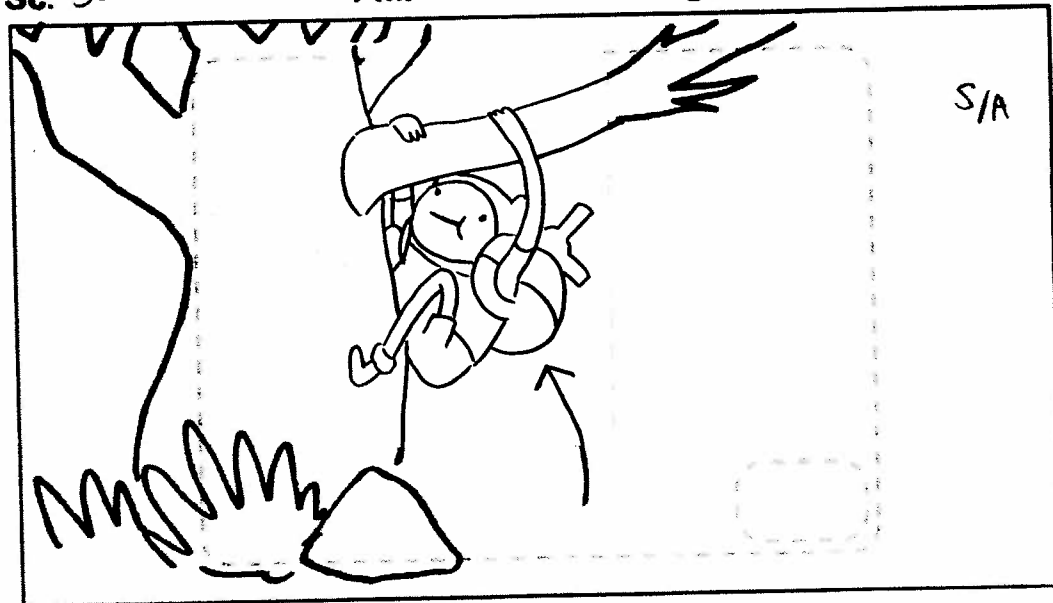
Page 55

Sc. 30

Pnl. C

Bg.

day night

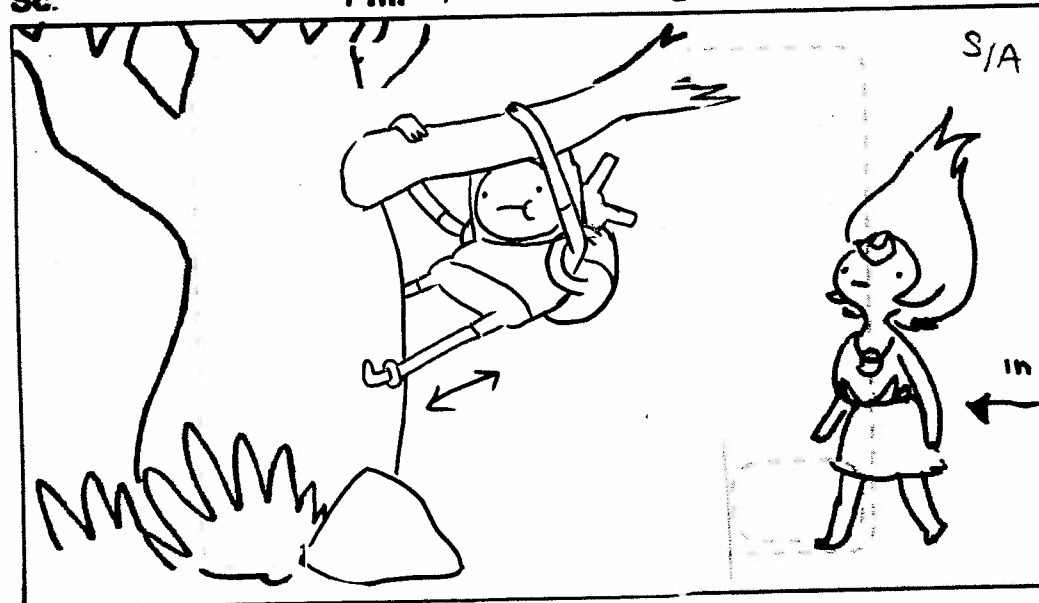


Sc. 30

Pnl. D

Bg.

day night



Dialog:

Action: - FINN HOPS ON TREE AND GRABS BRANCH.

- FP WALKS ON/S.  
- FINN BRACES AGAINST TREE.

Timing:

1014-116

EPISODE #

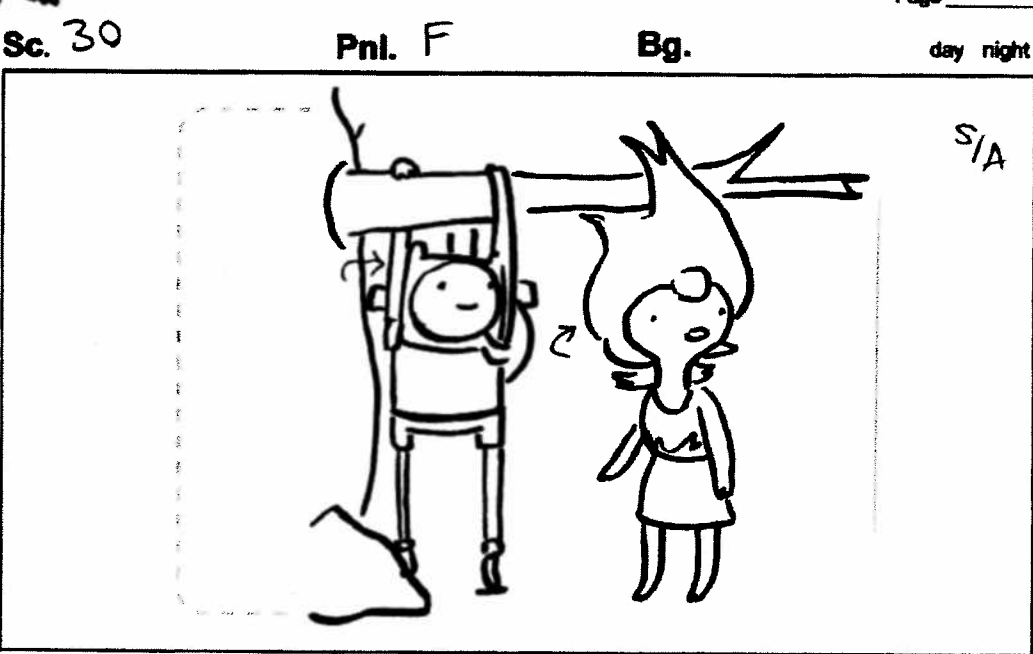
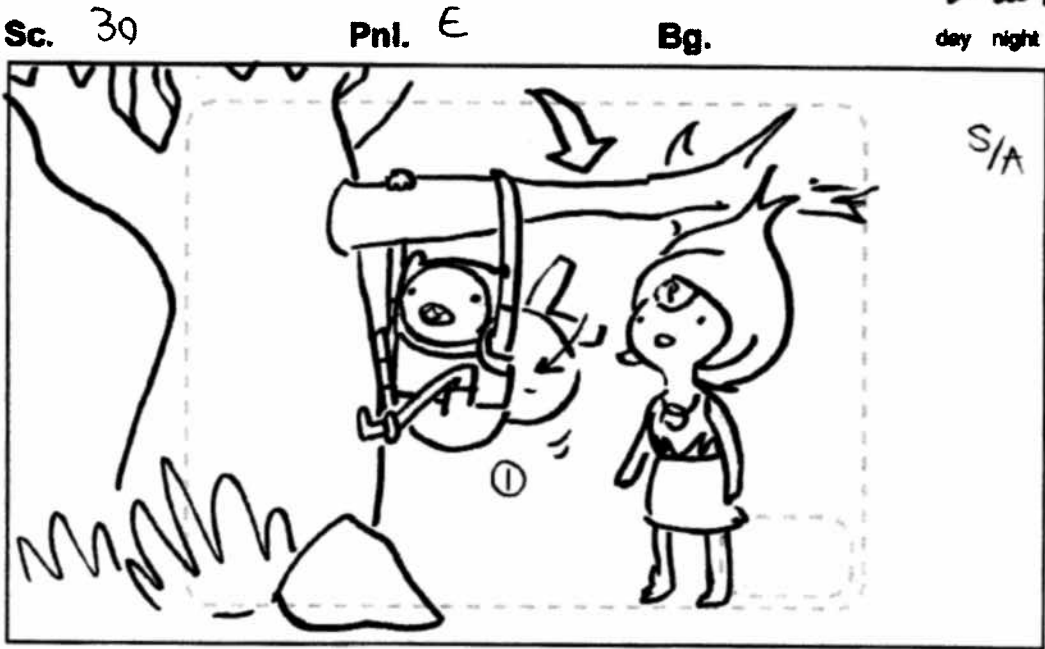
Production :

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# ADVENTURE TIME



Page 56



Dialog:	
Action:	<p>(O/S) <u>SFX</u> / &lt; moving rock &gt;</p>
Timing:	<p>THEY LOOK</p>
	<p>Finn's legs swing down</p>
	<p>Finn's feet barely touching ground</p>



EPISODE # 1014-116

Production :

# ADVENTURE TIME



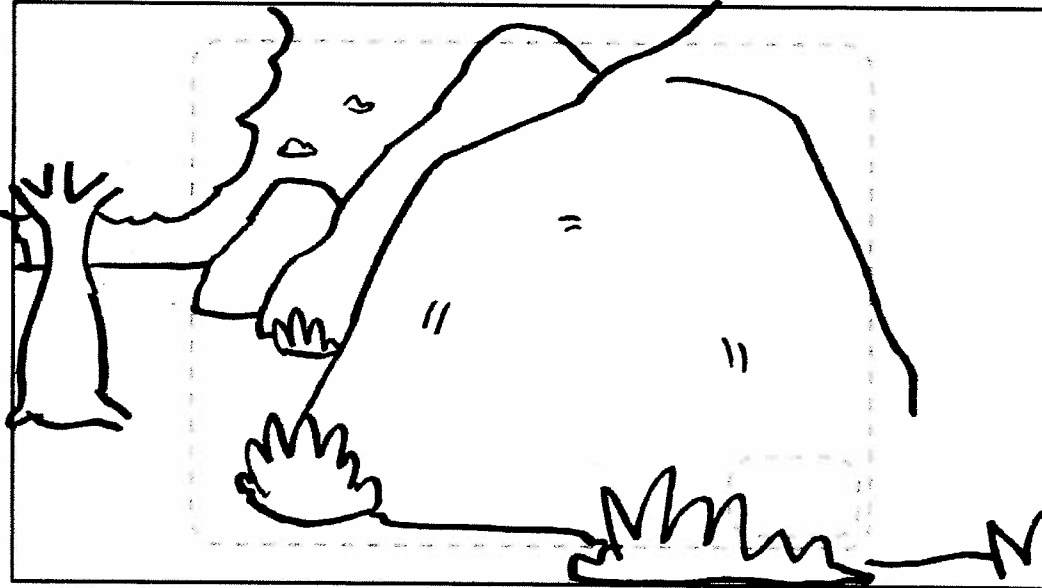
Page 57

Sc. 31

Pnl. A

Bg.

day night

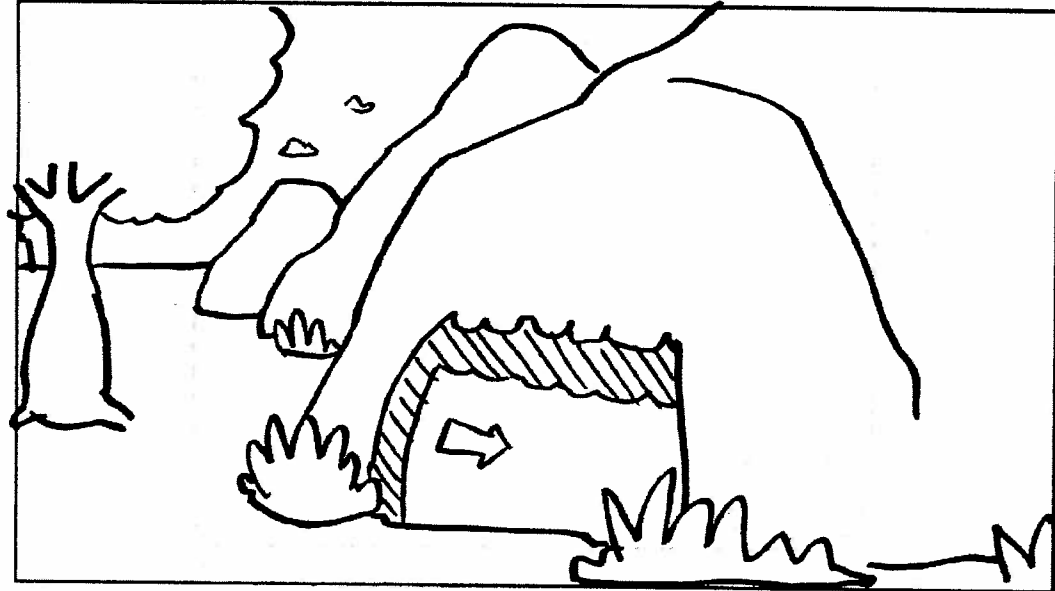


Sc. 31

Pnl. B

Bg.

day night



Dialog:

Action:

- SECTION OF ROCK SLIDES BACK

Timing:

EPISODE # 1014-116

Production :



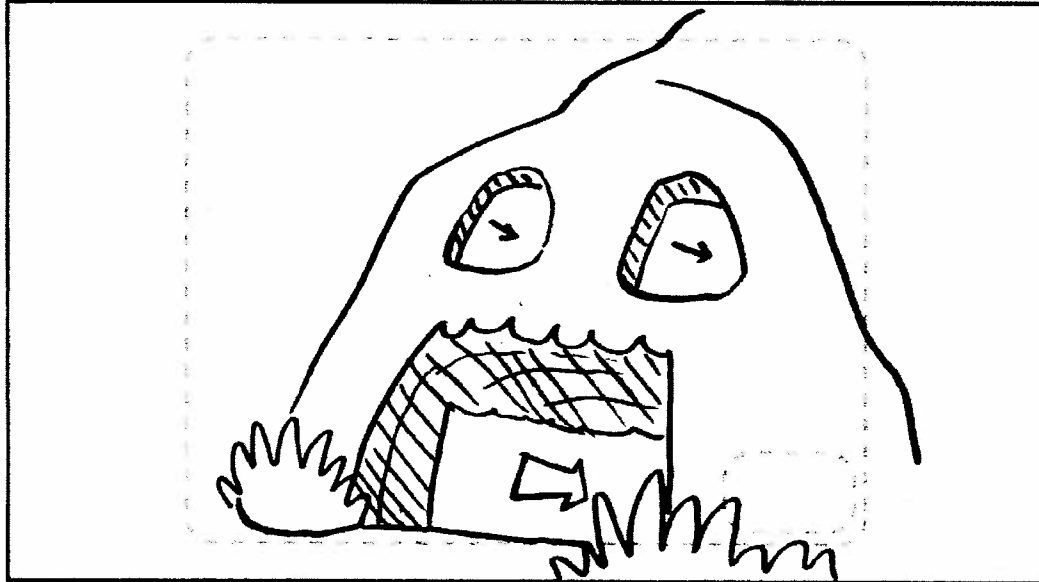
# ADVENTURE TIME



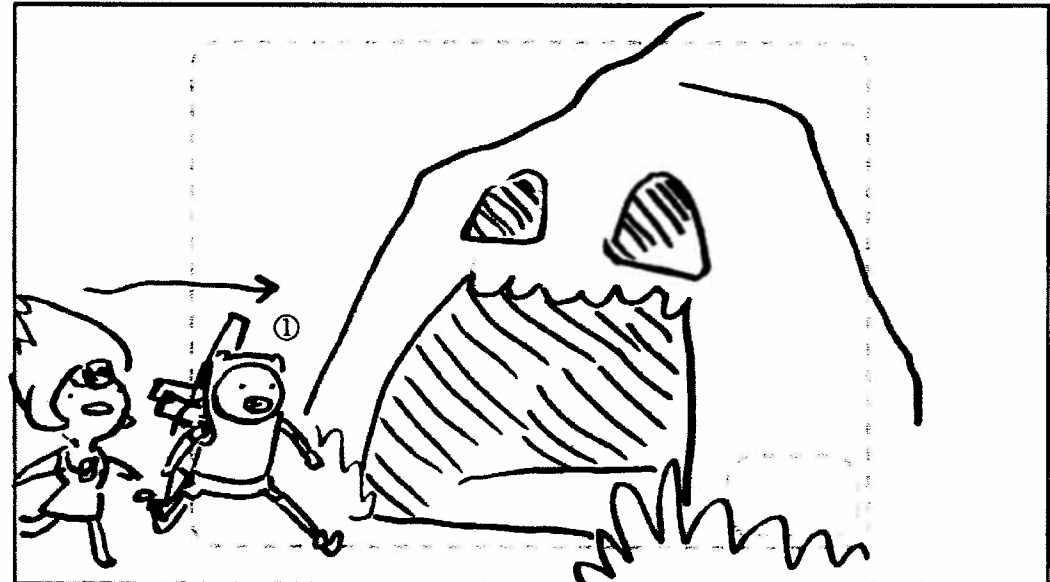
Next Sc 33

Page 58

Sc. 31 Pnl. C Bg. day night



Sc. 31 Pnl. D Bg. day night



Dialog:

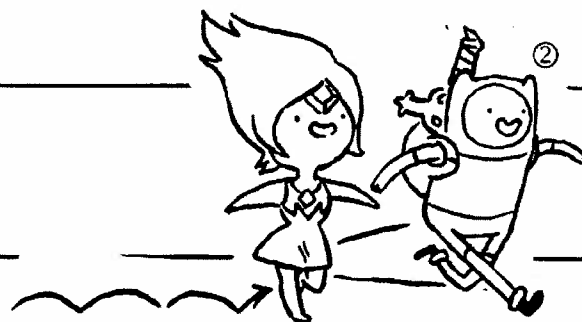
FINN + FP / HA HA YEAH!

Action:

- ROCK 'EYES' RECEDES BACK
- ROCK 'MOUTH' RECEDES OFF/S.

Timing:

-F + FP RUN ON/S.



-F + FP RUN INTO TUNNEL



EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 59

Sc. 33

Pnl. A

Bg.

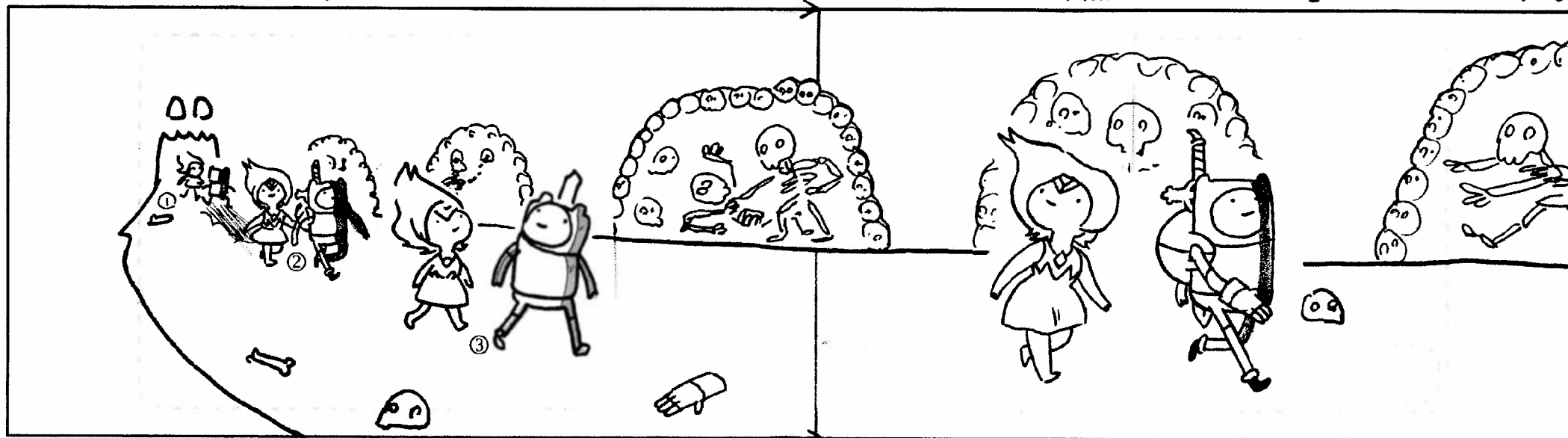
day night

Sc.

Pnl.

Bg.

day night



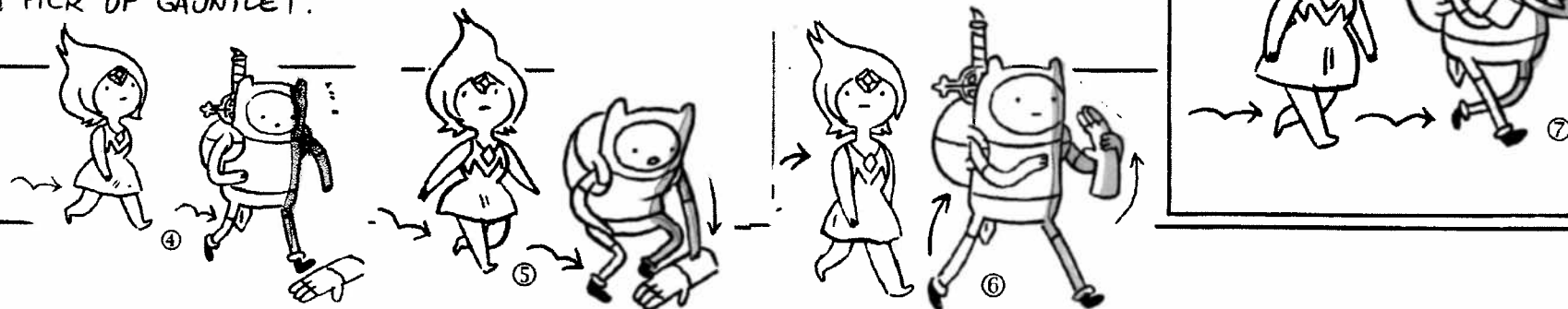
Dialog:

Action: -INT. DUNGEON / UNDERGROUND OSSUARY.  
-F+FP RUN DOWN CORRIDOR  
-F STOPS TO PICK UP GAUNTLET.

Timing:

F: 00, GAUNTLET.

-F. SLIPS ON GAUNTLET.  
-F+FP LOOK AROUND



1014-116

EPISODE #

STOP

Production :

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# ADVENTURE TIME



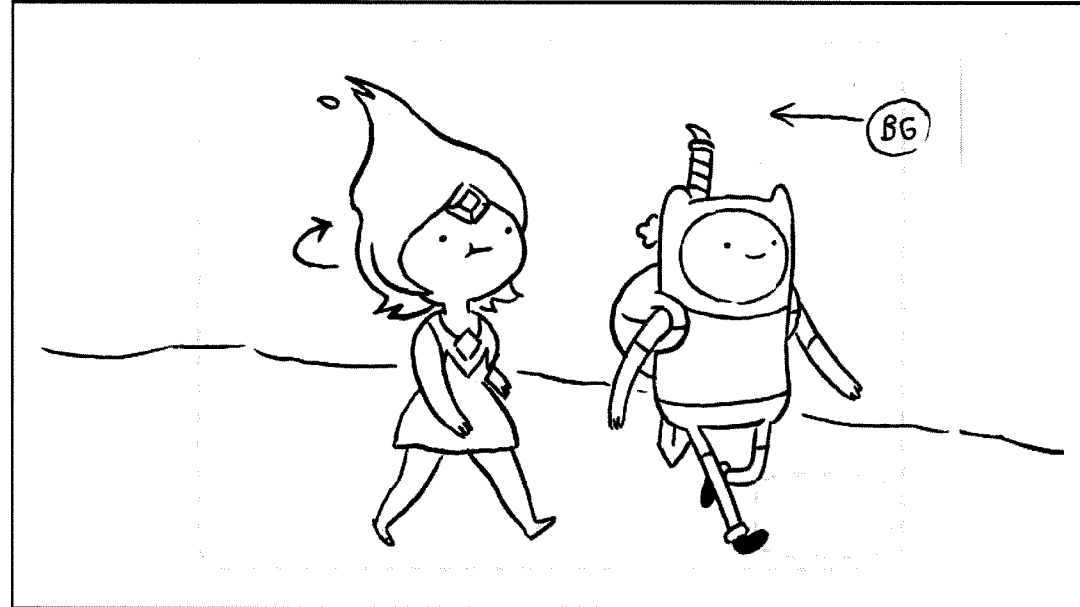
Page 59a

Sc. 33

Pnl. B

Bg.

day night

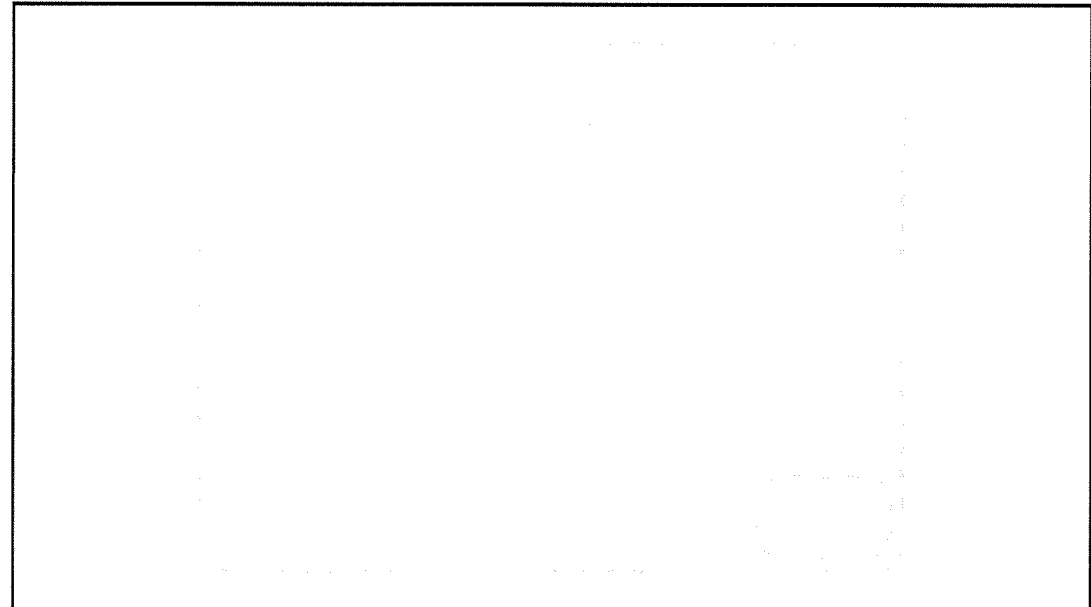


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME

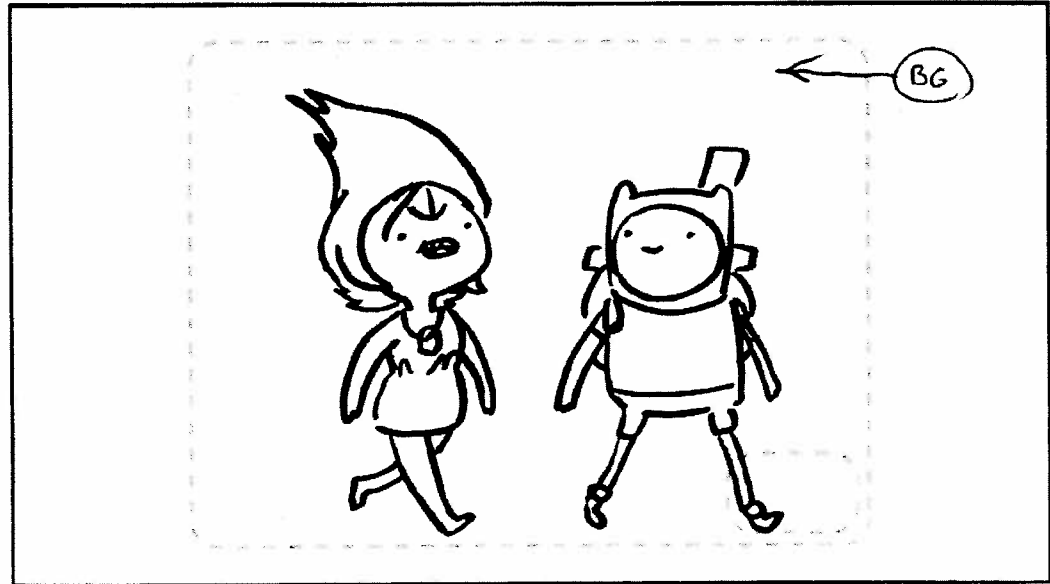


Sc. 33

Pnl. C

Bg.

day night

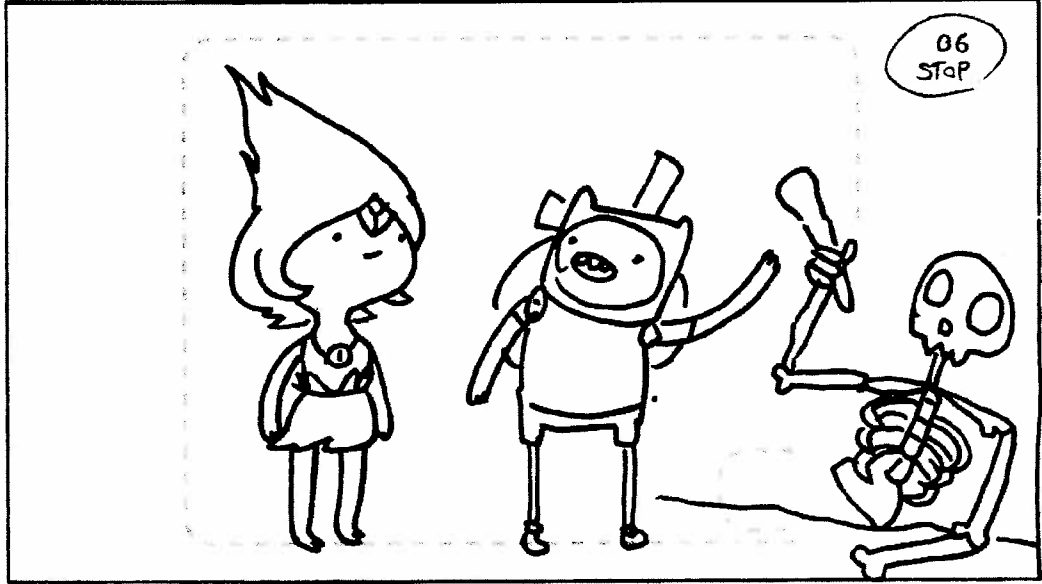


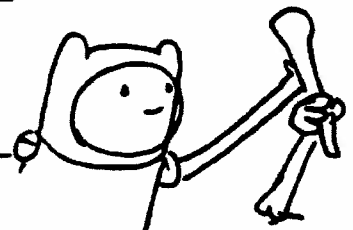
Sc. 33

Pnl. D

Bg.

day night



Dialog:	FP/ THANKS FOR TAKING ME OUT, FINN.	F/ NO PROB, BOB.
Action:	- F STOPS NEXT TO SKELETON W/ TORCH.	
Timing:		Finn grabs torch

EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 61

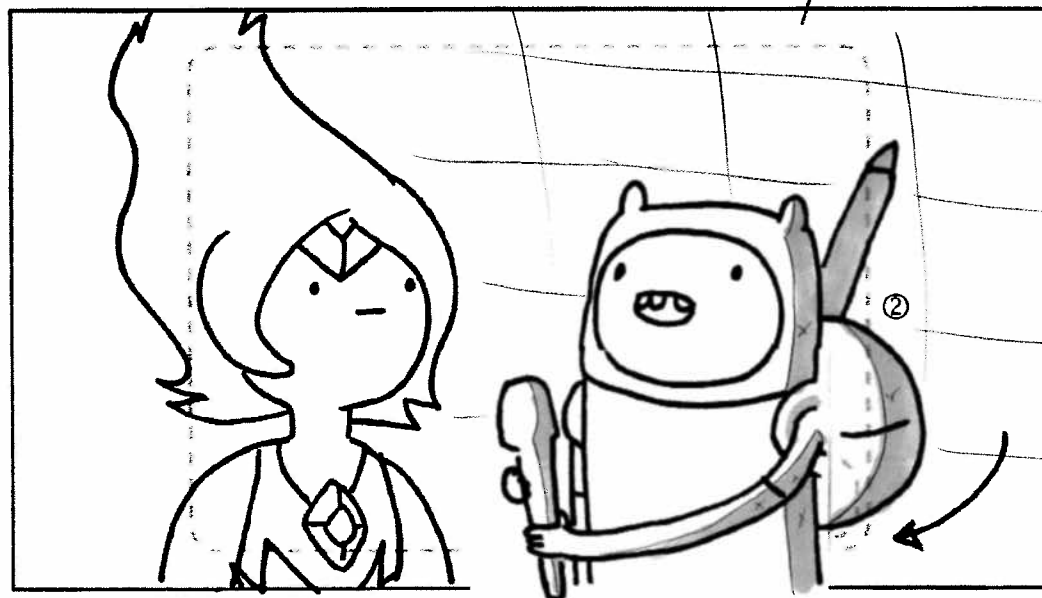
Sc. 34

Pnl. A

Bg.

will

day night



Sc. 34

Pnl. B

Bg.

day night



Dialog:

F / LIGHT THIS FOR ME,  
WILL YA ?

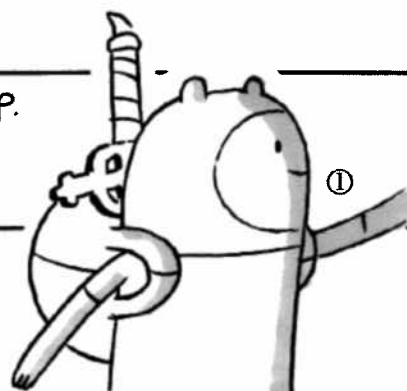
Action:

-FINN OFFERS TORCH TO FP.

FP / OH, SURE.

-FP TOUCHES TORCH  
W/ INDEX FINGER  
-TORCH CATCHES FIRE.

Timing:



EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 62

Sc. 34

Pnl. C

Bg.

day night

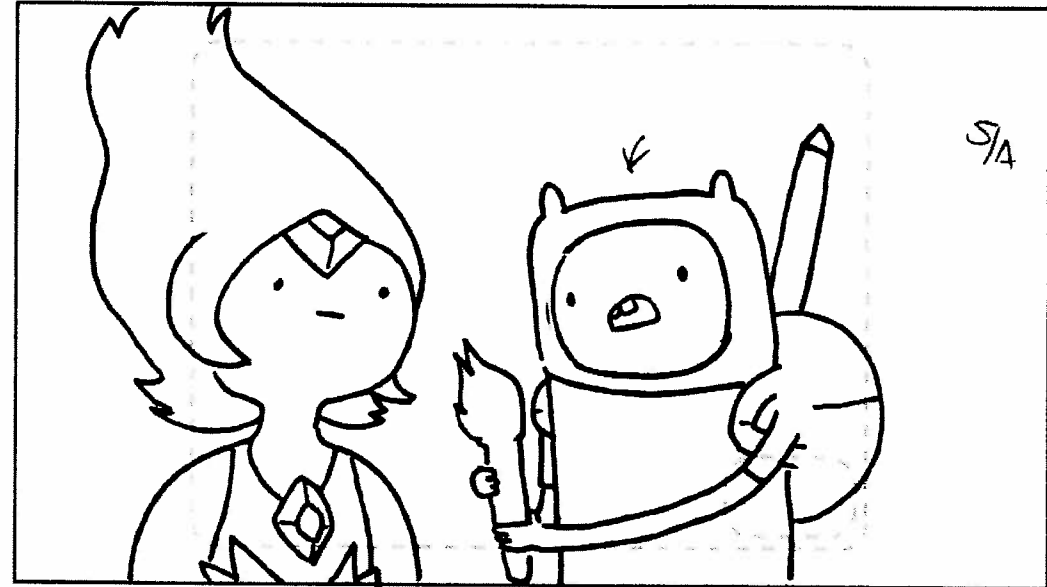


Sc. 34

Pnl. D

Bg.

day night



Dialog:

FP/ AH, DO WE NEED A TORCH?  
I'M SORT OF MADE OF FIRE.

F/ OH.. WELL I GUESS  
TORCHES ARE JUST...

Action:

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



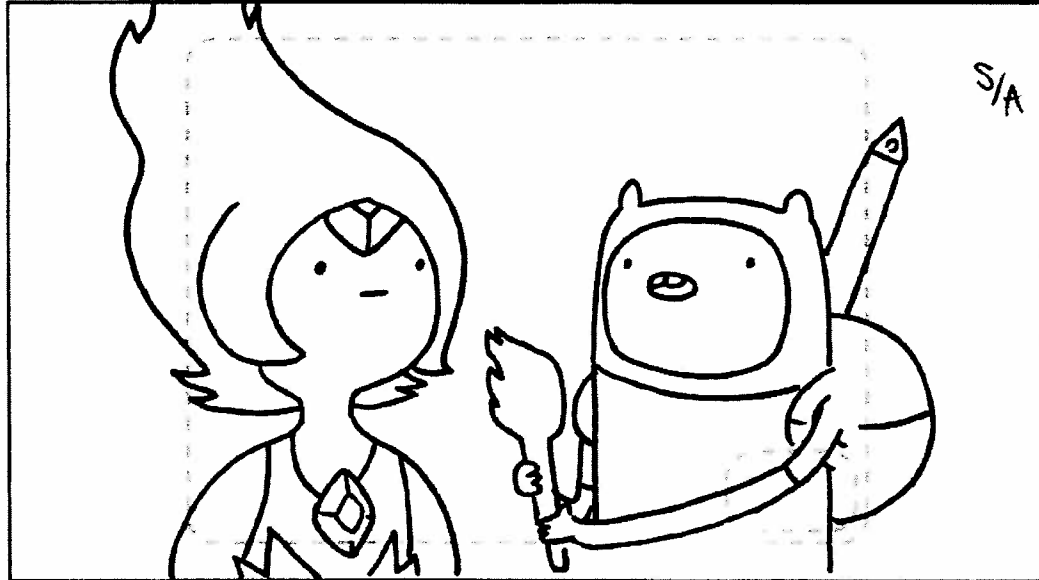
Page 63

Sc. 34

Pnl. E

Bg.

day night

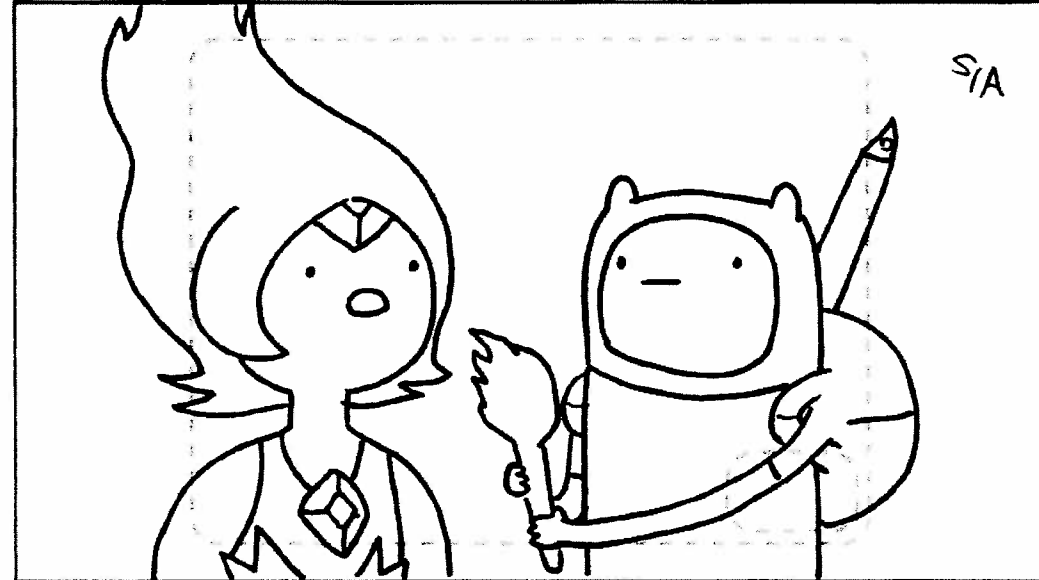


Sc. 34

Pnl. F

Bg.

day night



Dialog:

F/ .. COOL FOR DUNGEONS,  
YOU KNOW?

FP/ OH, OKAY.

Action:

Timing:

EPISODE # 1014-116

Production :

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# ADVENTURE TIME



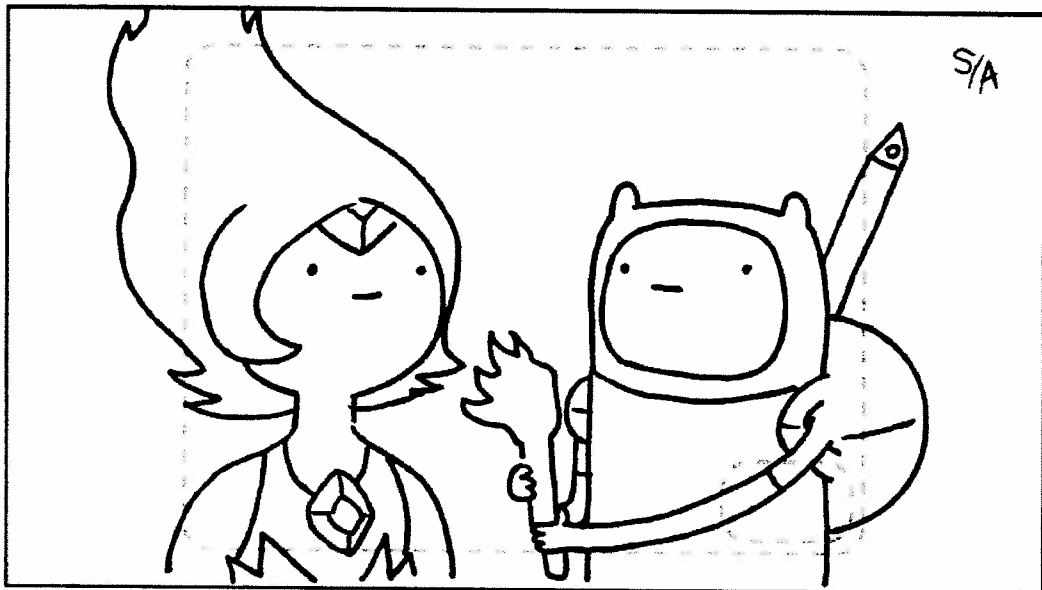
Page 64

Sc. 34

Pnl. C

Bg.

day night

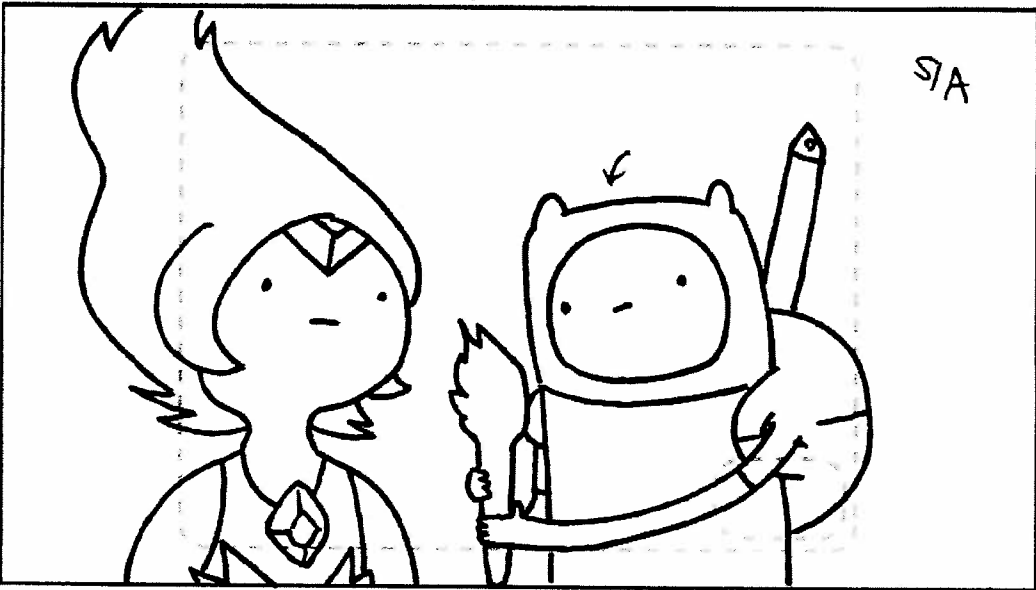


Sc. 34

Pnl. H

Bg.

day night



Dialog:

Action:

- FINN LOOKS AT TORCH AGAIN

Timing:

EPISODE # 1014-116

Production :



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ADVENTURE TIME

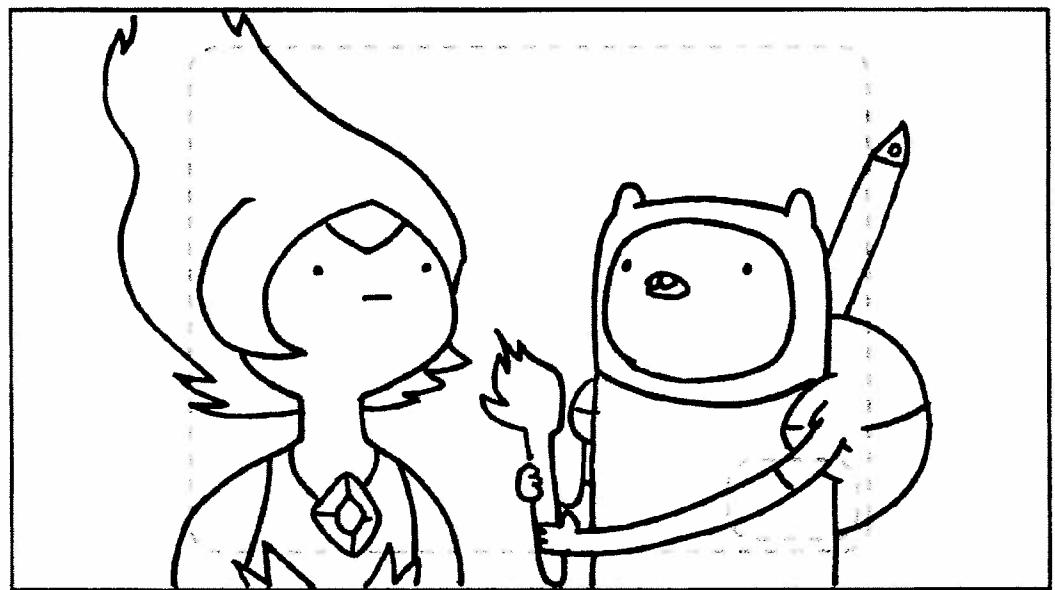


Sc. 34

Pnl. 1

Bg.

day night

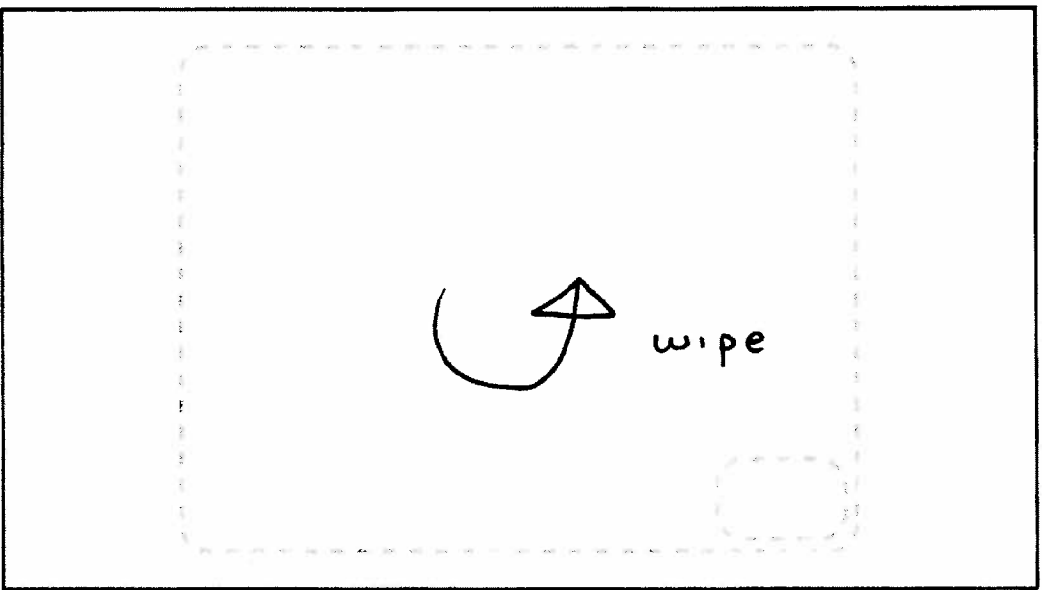


Sc.

Pnl. in

Bg.

day night



Dialog:
<p>F/ YEAH, I'D LIKE TO HANG ON TO IT.</p>
Action:
Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME

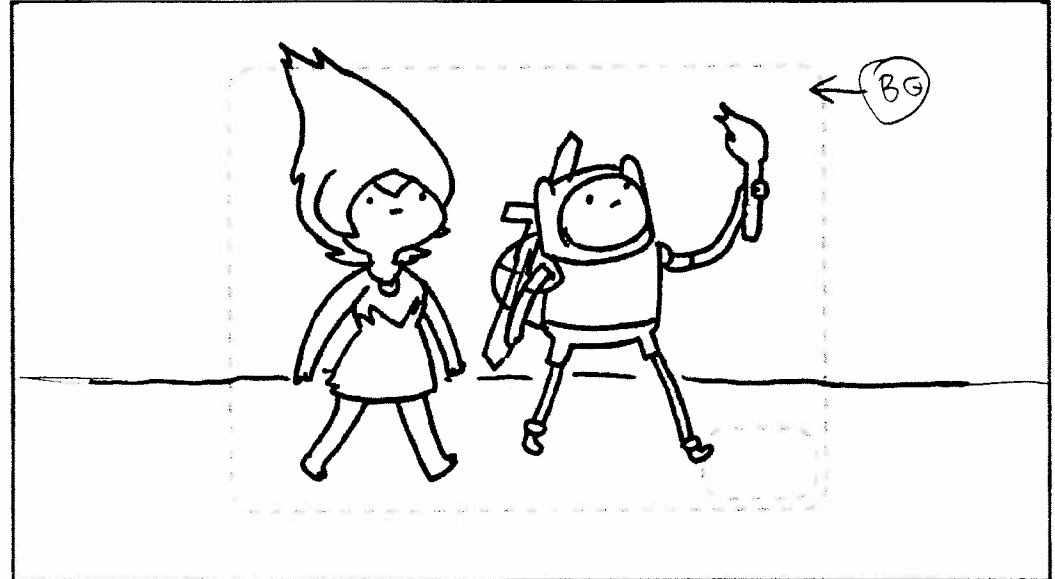


Sc. 35

Pnl. A

Bg.

day night



Sc. 35

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



FP/ ② Boy, this place is creepy

F/ REALLY?

BG  
←

BG  
←

EPISODE # 1014-116

Production :

# ADVENTURE TIME



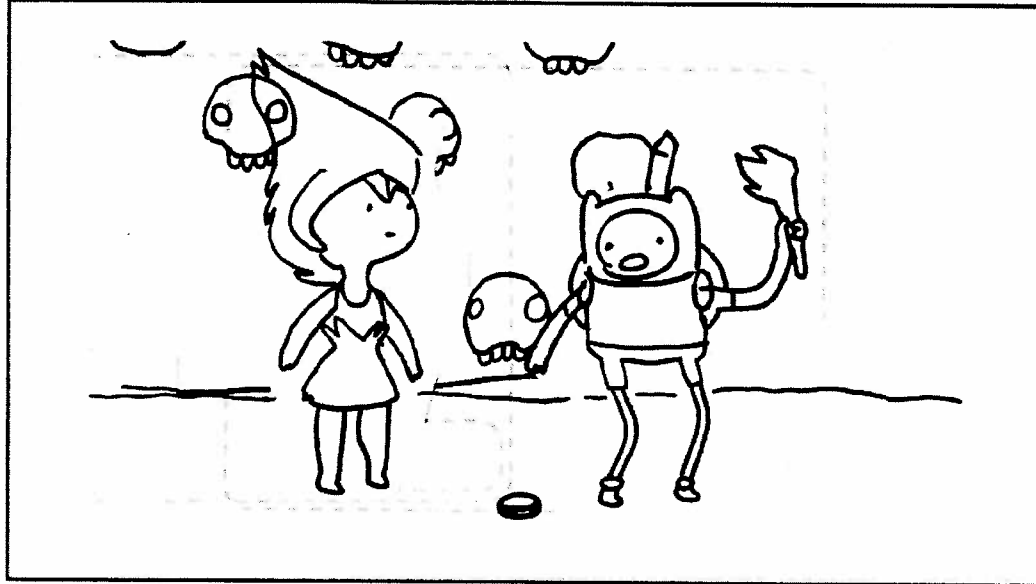
Page 67

Sc. 35

Pnl. C

Bg.

day night



Sc. 35

Pnl. D

Bg.

day night



Dialog:

F / I FEEL LIKE  
IT'S TRYING TOO HARD.

F / GOLD PIECE !

Action:

-FINN SQUATS TO PICK UP GOLD COIN.

Timing:

EPISODE # 1014-116

Production :

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# ADVENTURE TIME



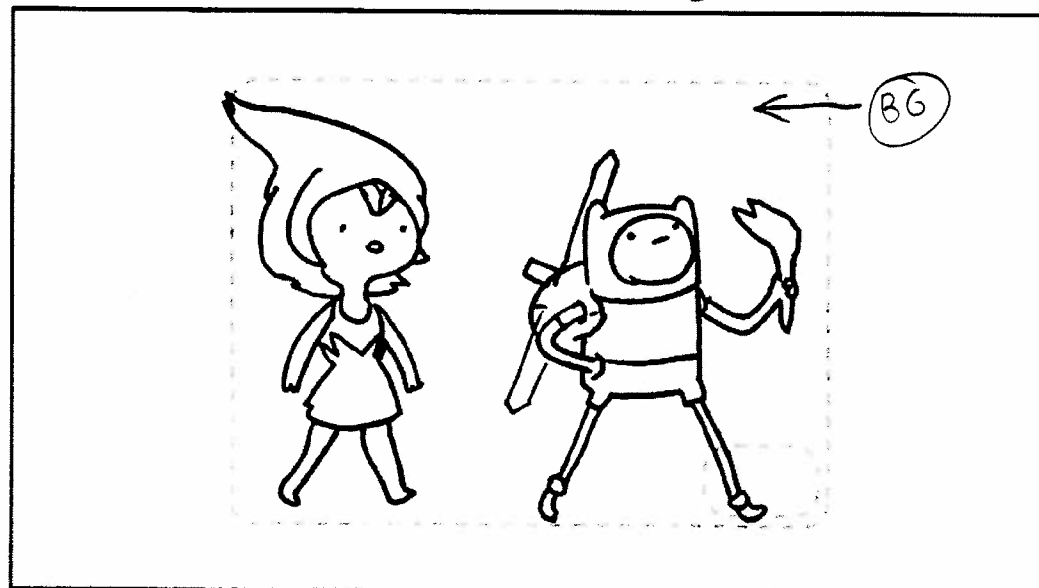
Page 68

Sc. 35

Pnl. E

Bg.

day night

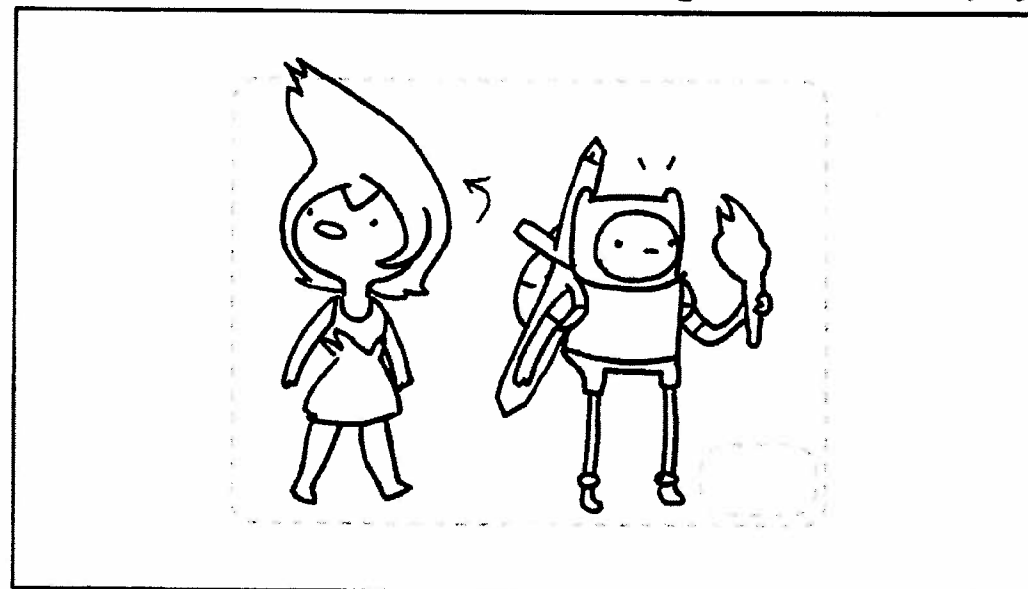


Sc. 35

Pnl. F

Bg.

day night



Dialog:

FP/ OH,...

FP/ YOU MEAN LIKE WITH  
ALL THE SKULLS ?

Action:

- FINN POCKETS  
GOLD PIECE AS HE CONTINUES WALKING

- FINN STOPS SUDDENLY.

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



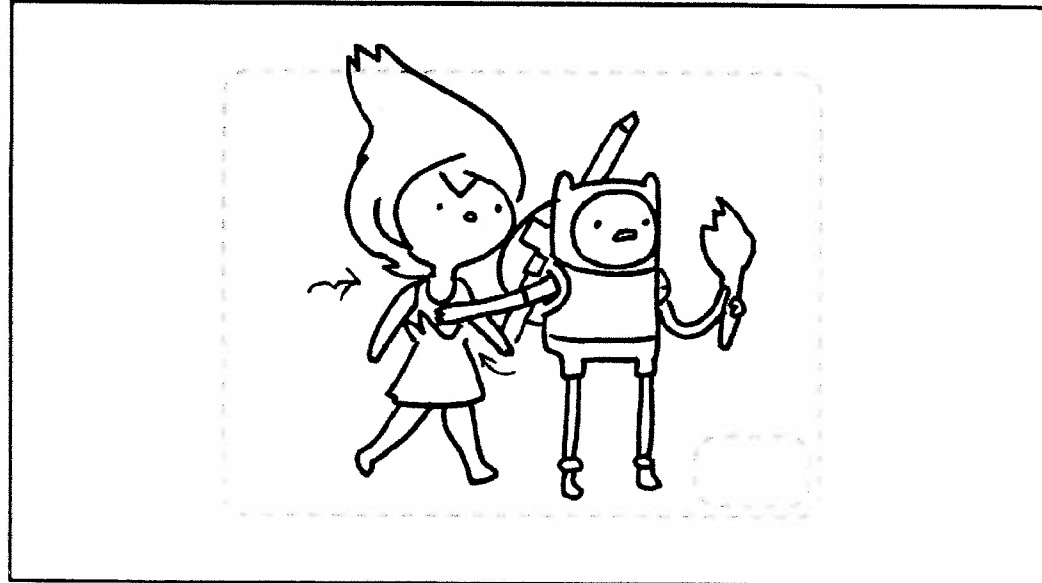
Page 69

Sc. 35

Pnl. G

Bg.

day night

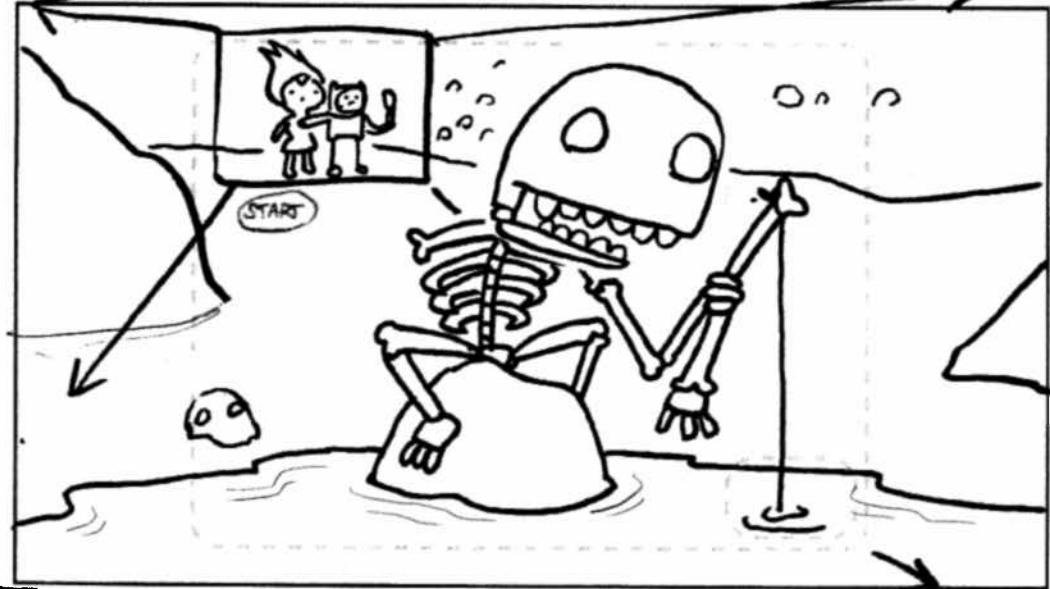


Sc. 35

Pnl. H

Bg.

day night



EPISODE # 1014-116

Dialog:

(WHISPERING)  
F / WHOA, WHOA ...

Action:

- FINN PUTS OUT HIS ARM  
TO STOP FP.

- TRUCK OUT TO REVEAL  
SKELETON FISHING.



Timing:

Production :

# ADVENTURE TIME



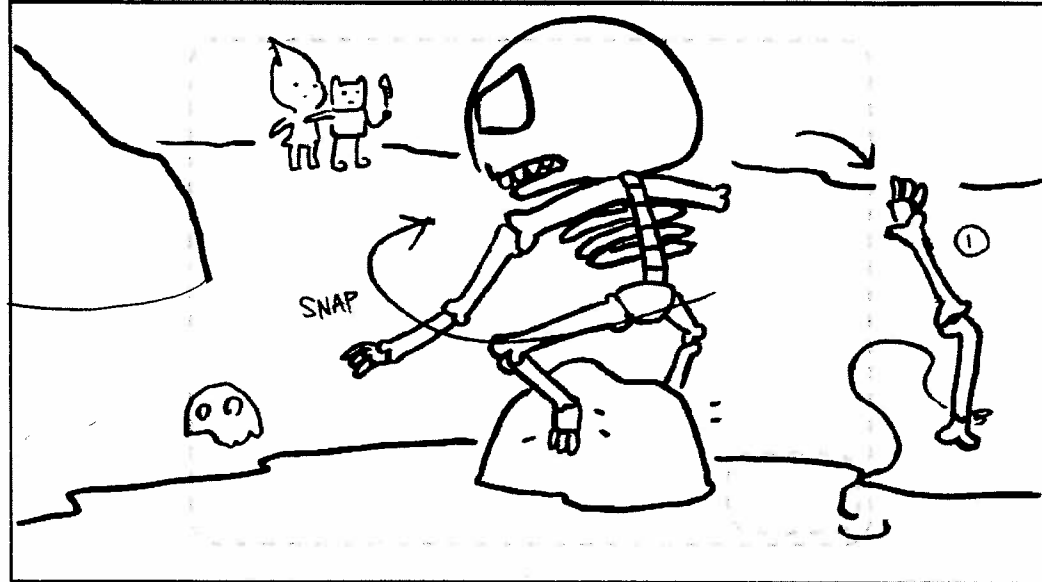
Page 79

Sc. 35

Pnl. I

Bg.

day night

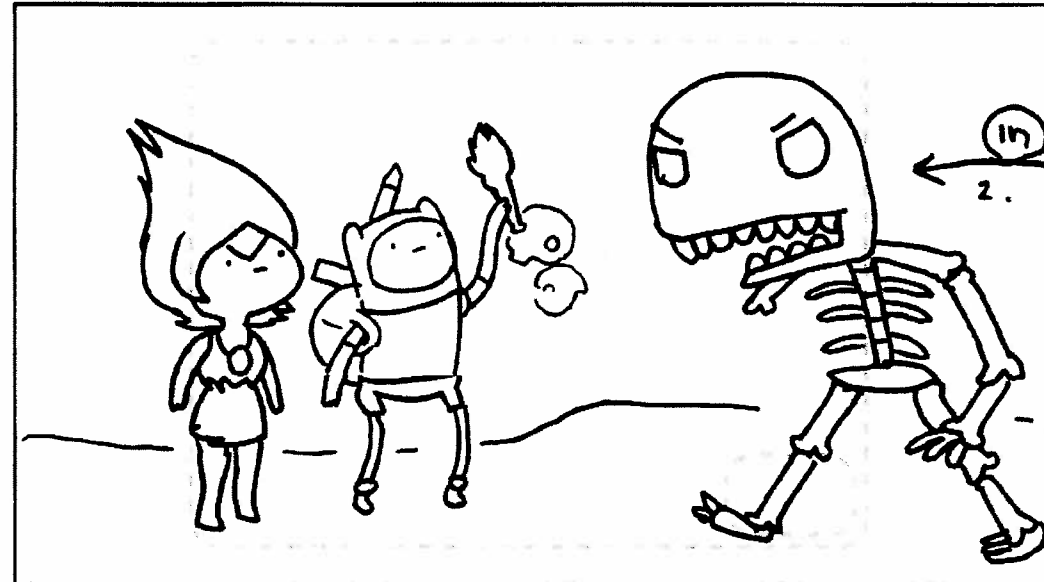


Sc. 36

Pnl. A

Bg.

day night



Dialog:

BONEY / HEY!

B / WHAT ARE YOU  
DOING HERE ?!

Action:

- BONEY SPINS AROUND  
TOSSES FISHING POLE IN WATER



(Finn hangs up  
torch on wall)  
- BONEY WALKS ON/S



Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



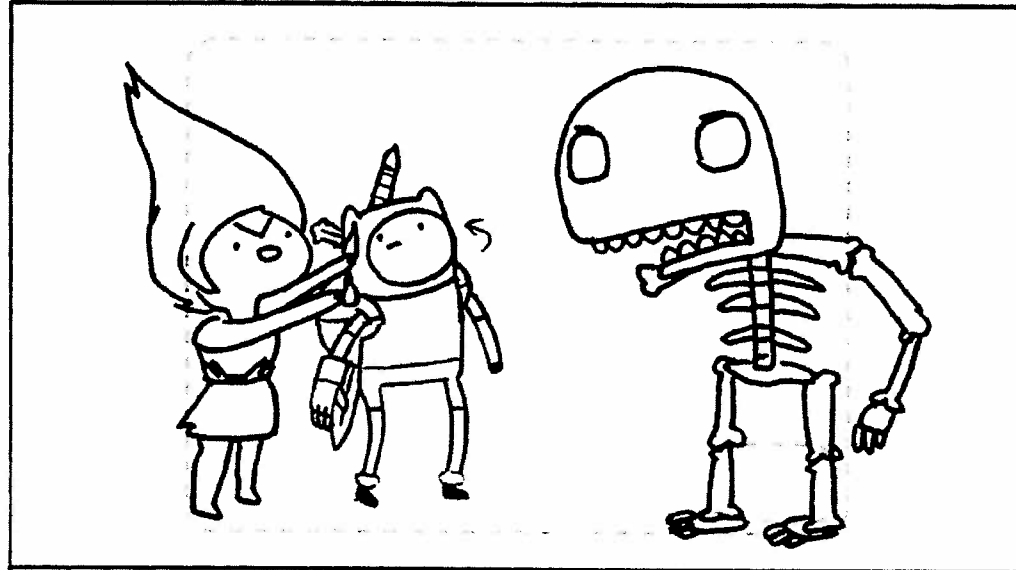
Page 71

Sc. 36

Pnl. B

Bg.

day night

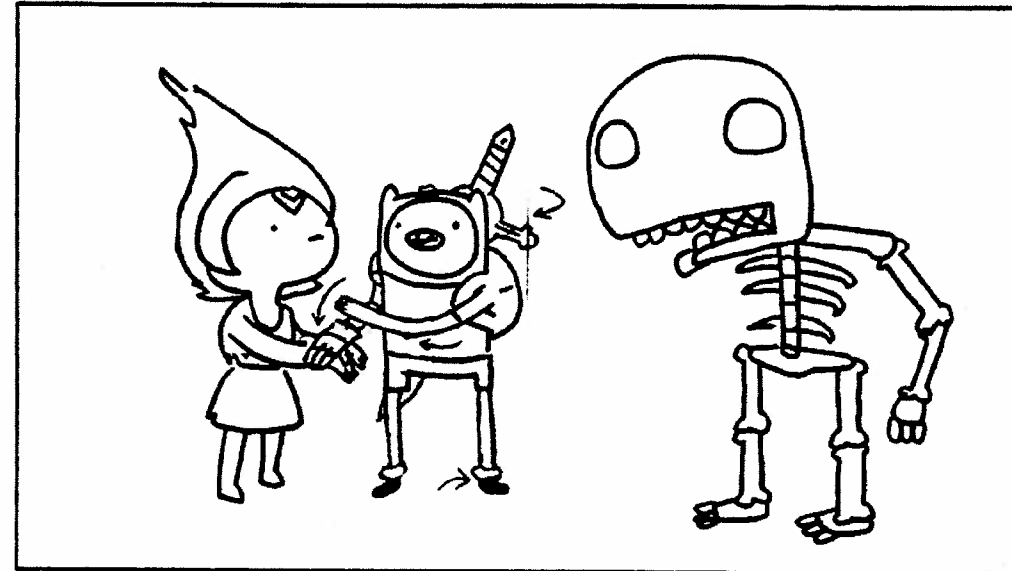


Sc. 36

Pnl. C

Bg.

day night



EPISODE # 1014-116

Dialog:

FP/ BURNING YOU  
ALIVE !

F / HAAAAHA, NO, NO WAIT A SEC...

SFX: \* SIZZLE \*

Action:

FP raises her hands  
small flames appear



-FINN LIGHTLY PUSHES FP'S ARMS DOWN.

Timing:

Production :

# ADVENTURE TIME



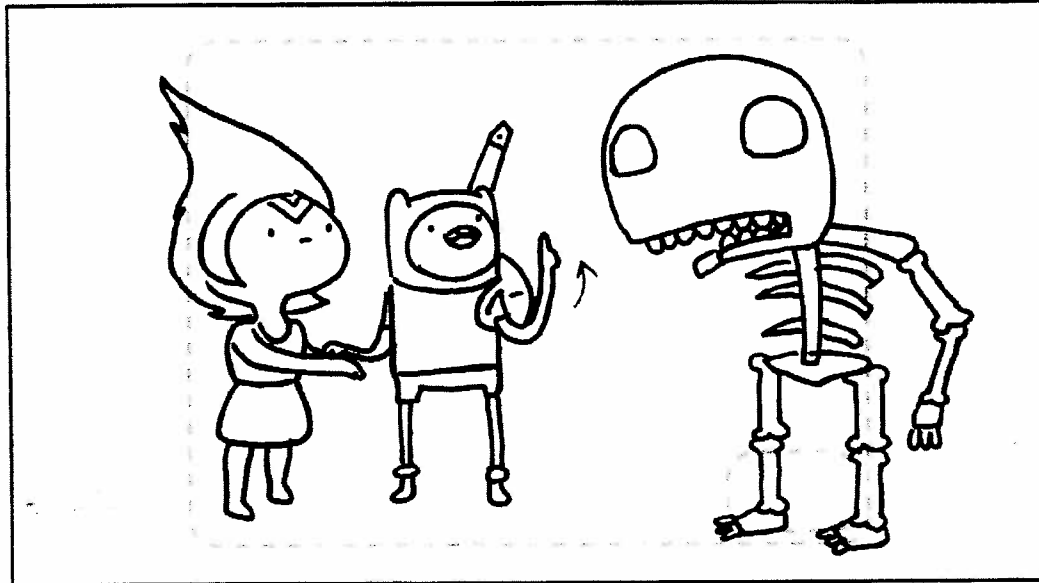
Page 72

Sc. 36

Pnl. D

Bg.

day night

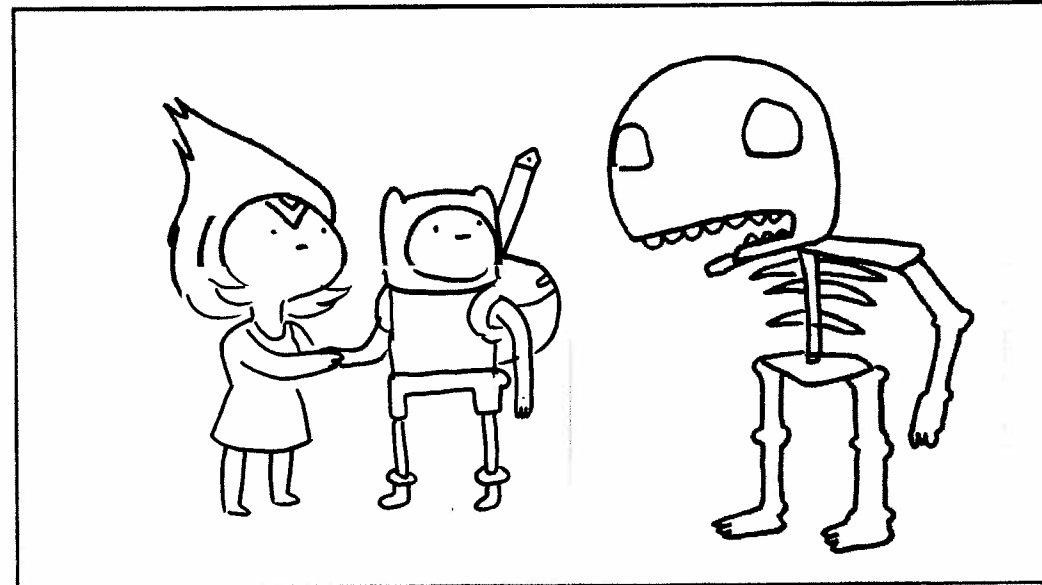


Sc. 36

Pnl. E

Bg.

day night



EPISODE # 1014-116

Dialog:

F / SORRY , ONE  
SECOND . . .

B / SURE .

Action:

Timing:

Production :



# ADVENTURE TIME



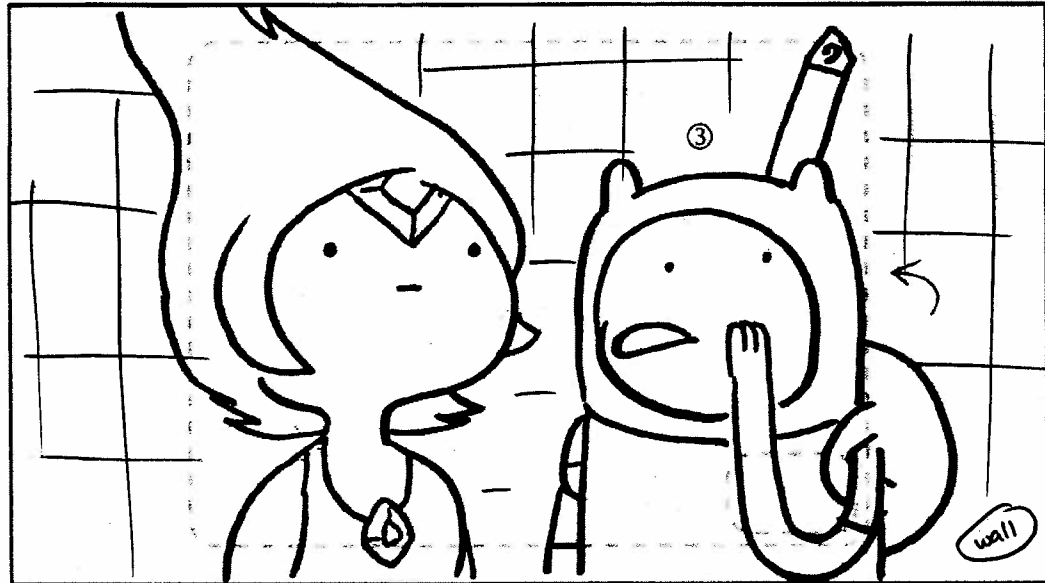
Page 73

Sc. 37

Pnl. A

Bg.

day night

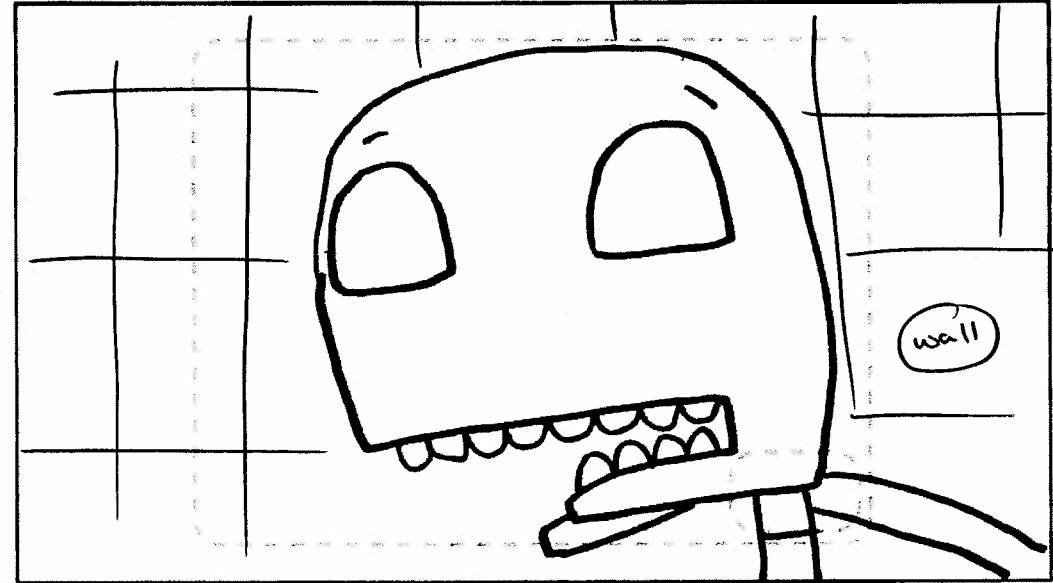


Sc. 38

Pnl. A

Bg.

day night



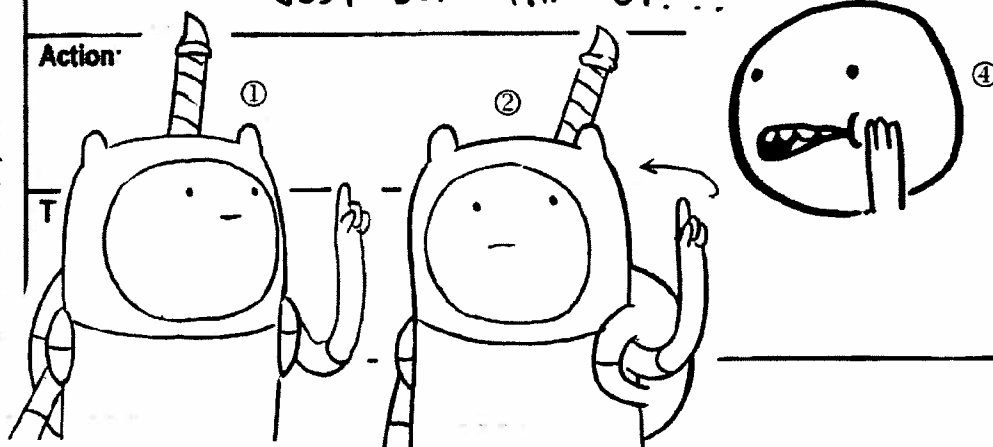
EPISODE # 1014-116

Dialog:

1.  
F/ HE MIGHT HAVE IMPORTANT  
LOOT ON HIM,<sup>2</sup> SO WE DON'T WANNA  
JUST BURN HIM UP. ...

F/(OS) PLUS, IT'S A LITTLE  
CRUEL, EVEN TO AN EVIL GUY... .

Action:



Production :

# ADVENTURE TIME



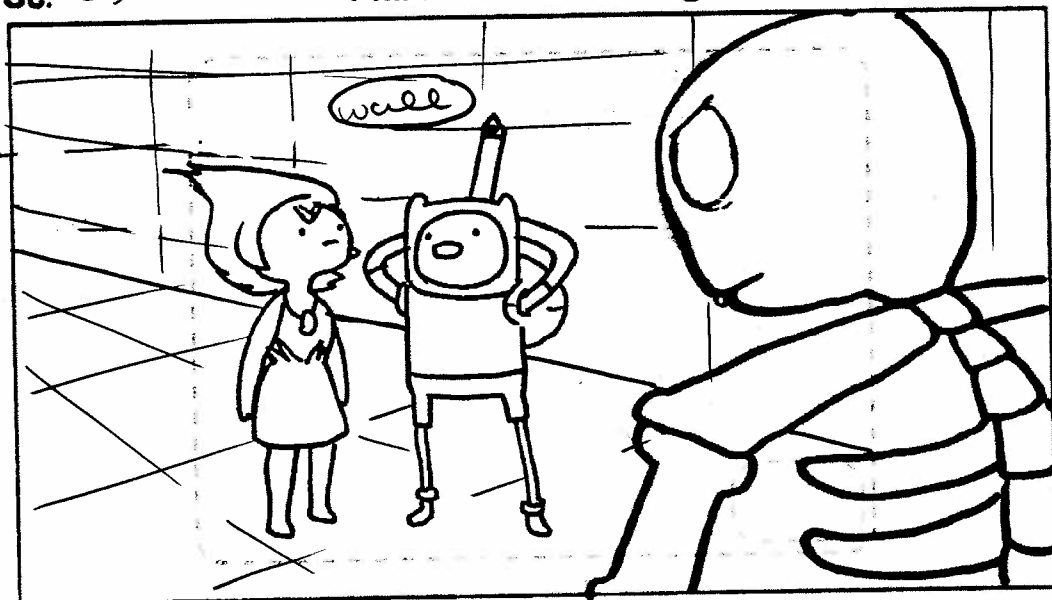
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Sc. 39

Pnl. A

Bg.

day night

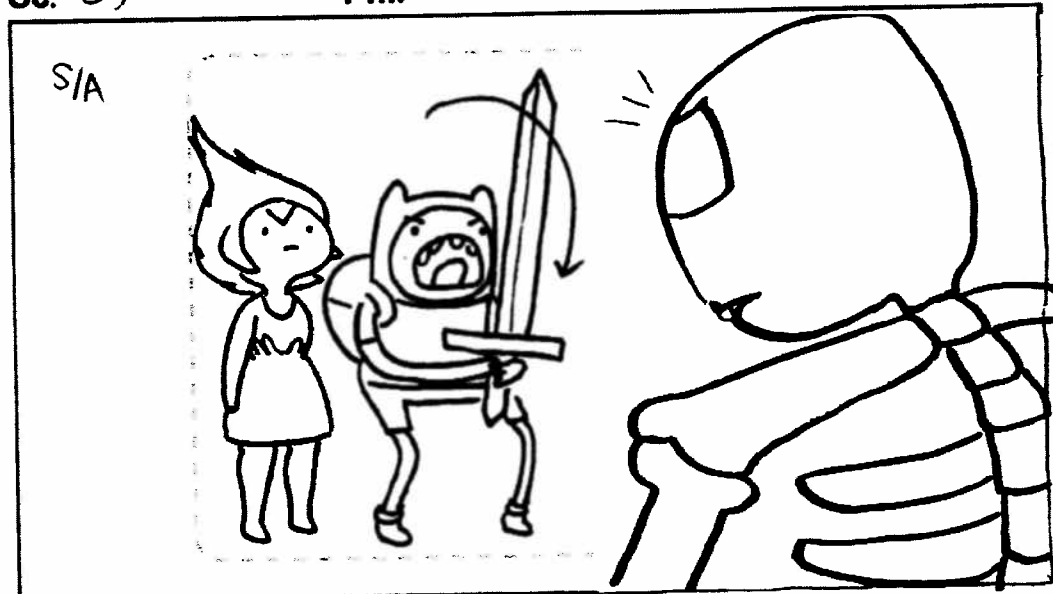


Sc. 39

Pnl. B

Bg.

day night



Dialog:

F / CHECK THIS OUT

F / RRRRAHRR!

Action:

- FINN PULLS OUT SWORD.

Timing:

1014-116

Production :

# ADVENTURE TIME



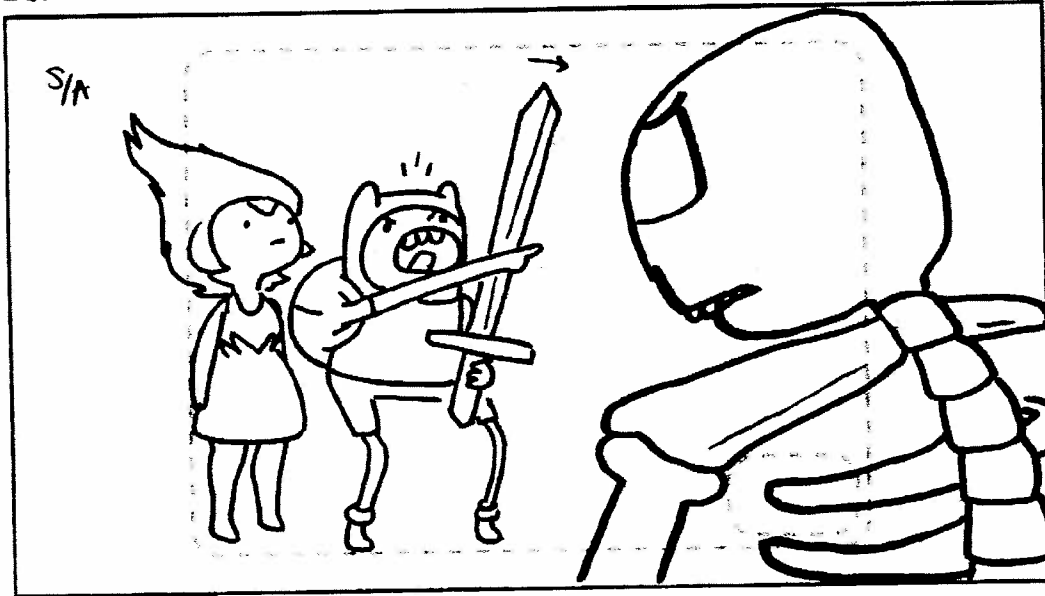
Page 75

Sc. 39

Pnl. C

Bg.

day night

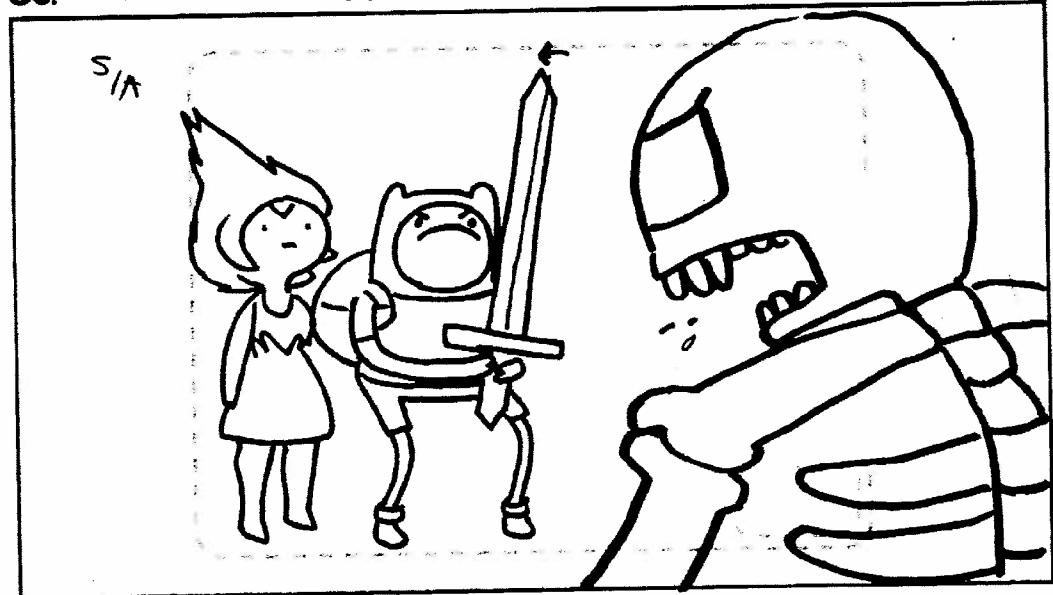


Sc. 39

Pnl. D

Bg.

day night

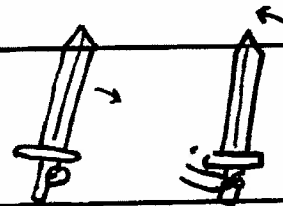


Dialog:

F/ YOU'RE GONNA  
SURRENDER!

B/ RAHHHR!

Action:



Finn's sword drifts  
a little when he takes  
his hand off to point

- BONEY SPITS OUT LITTLE  
GOO FLECKS AS HE ROARS

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



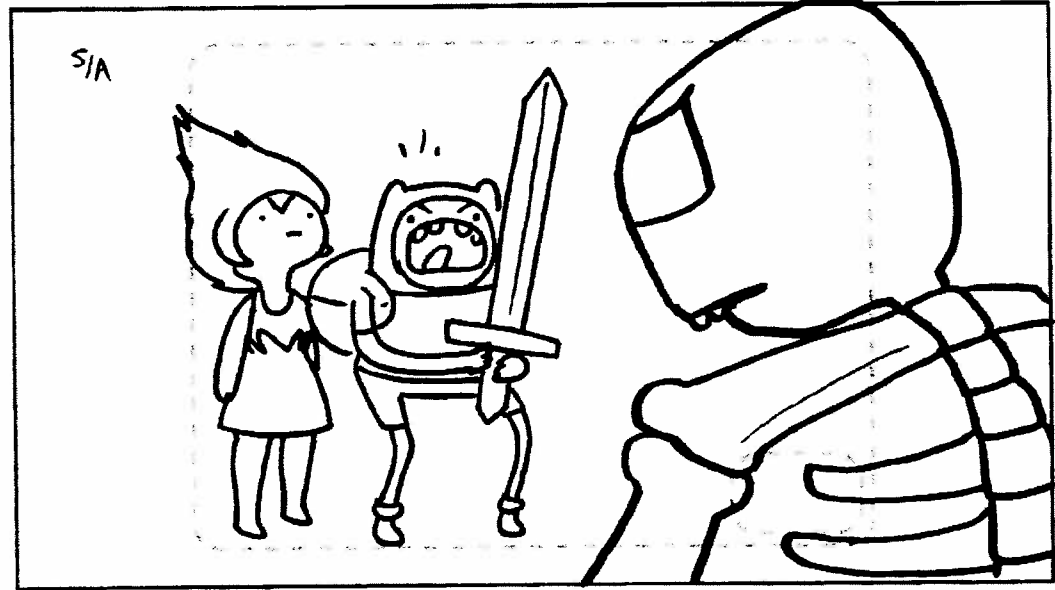
Page 76

Sc. 39

Pnl. E

Bg.

day night

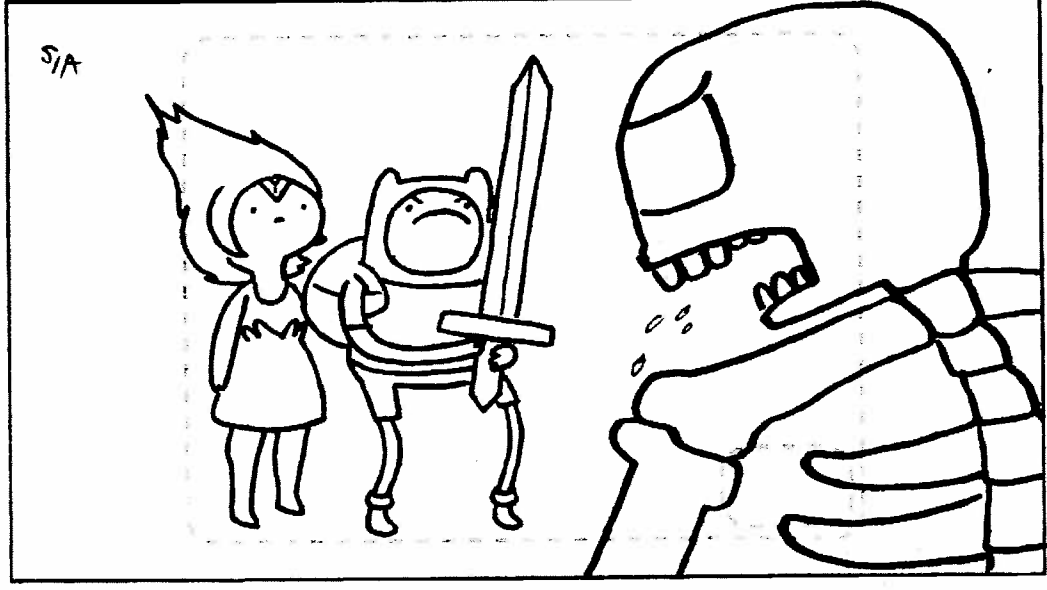


Sc. 39

Pnl. F

Bg.

day night



Dialog:	F/ RAHHH!	B/ RAHHH!!
Action:		
Timing:		

EPISODE # 1014-116

Production :

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# ADVENTURE TIME



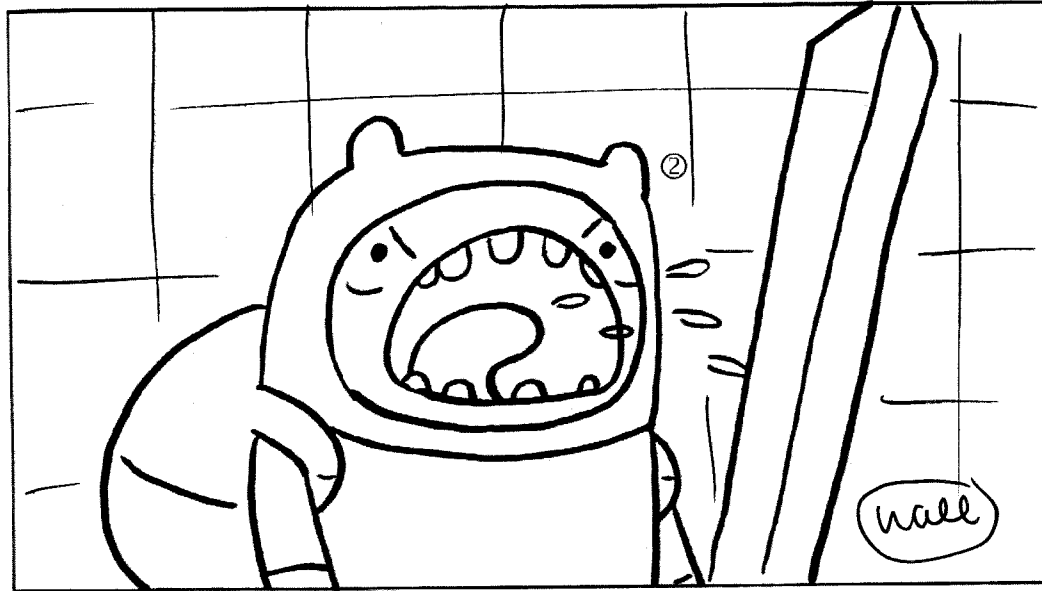
Page 77

Sc. 40

Pnl. A

Bg.

day night

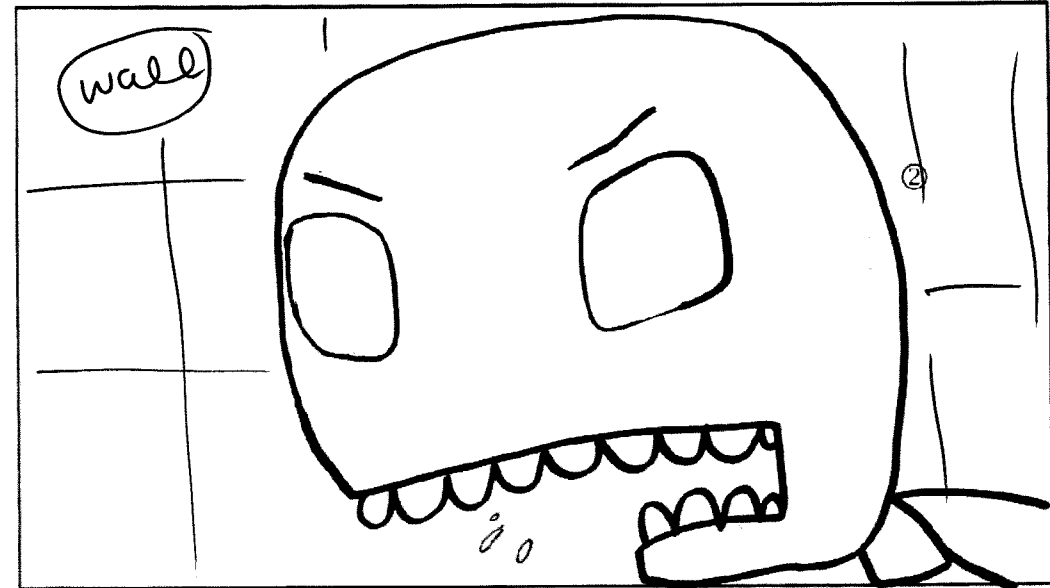


Sc. 41

Pnl. A

Bg.

day night



Dialog:

F/ RACHHHH!

B/ RA-

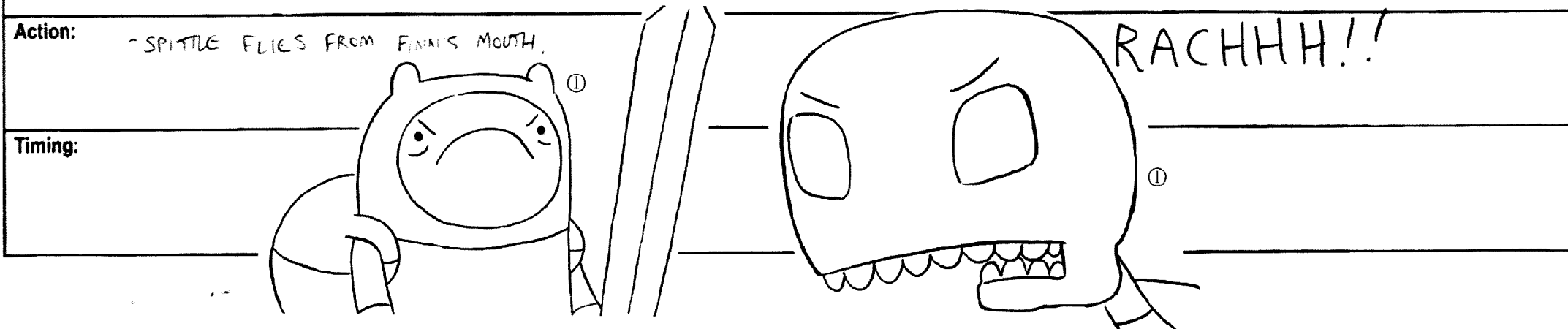
F/ (os) RAH!  
RAH!

Action:

-SPITTLE FLIES FROM FINN'S MOUTH.

RACHHHH!!

Timing:



EPISODE # 1014-116

Production :

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# ADVENTURE TIME



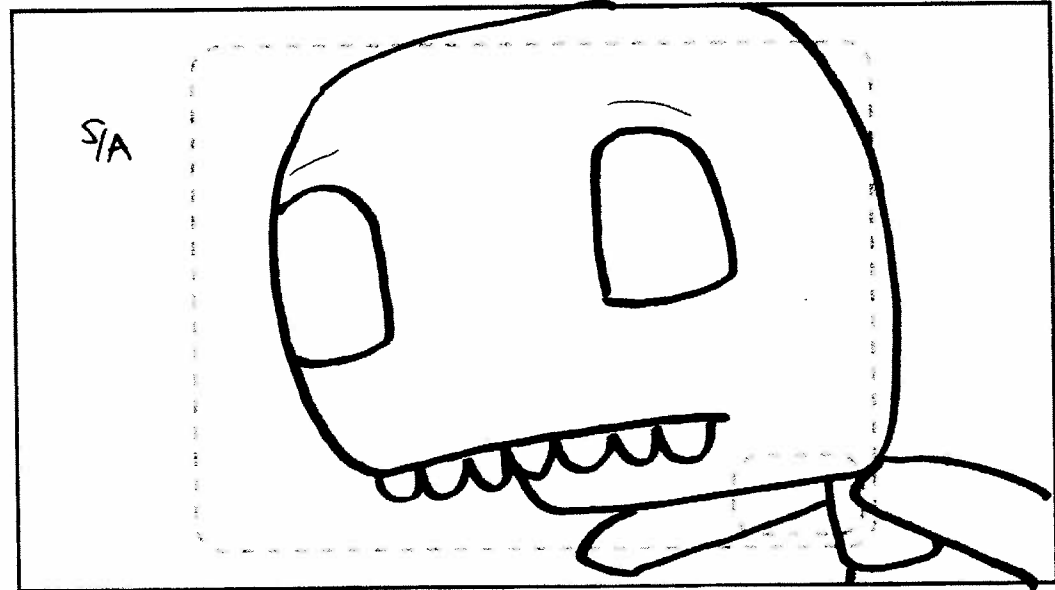
Page 78

Sc. 41

Pnl. B

Bg.

day night

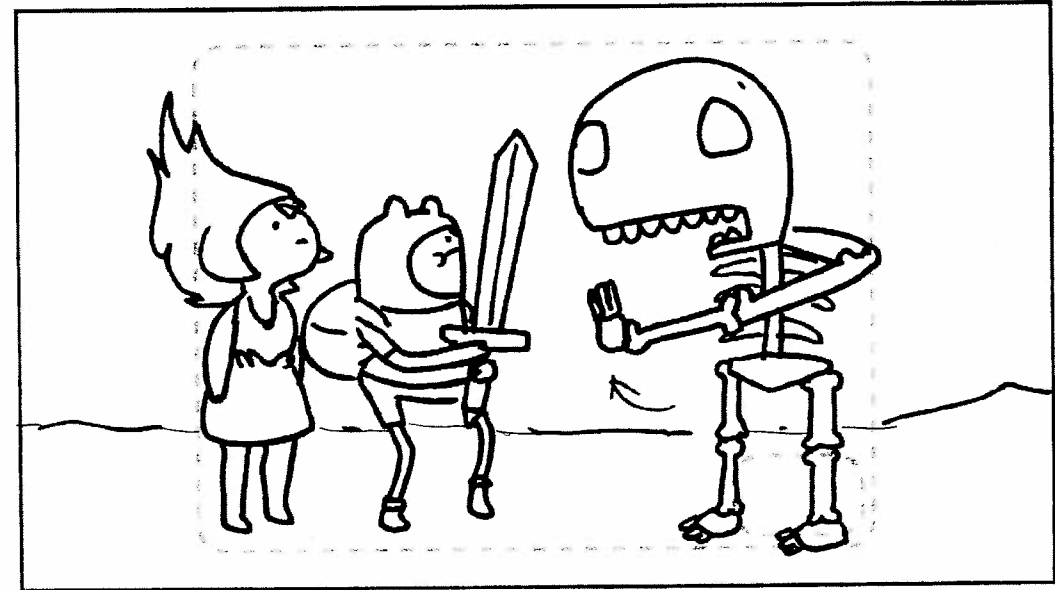


Sc. 42

Pnl. A

Bg.

day night



EPISODE # 1014-116

Dialog:

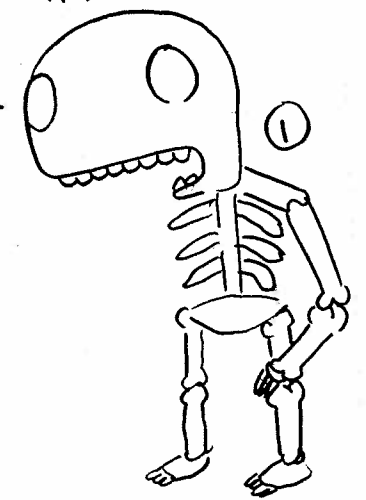
F / (os) RACHHH!

B / OK OK! I SURRENDER!

Action:

- BONEY HOLDS UP A HAND.

Timing:



# ADVENTURE TIME



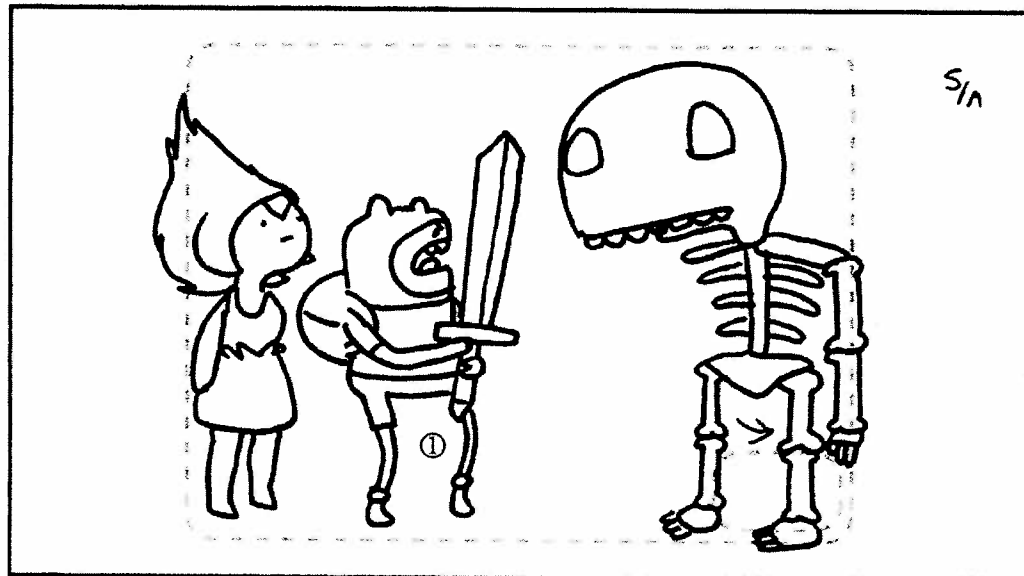
Page 79

Sc. 42

Pnl. B

Bg.

day night

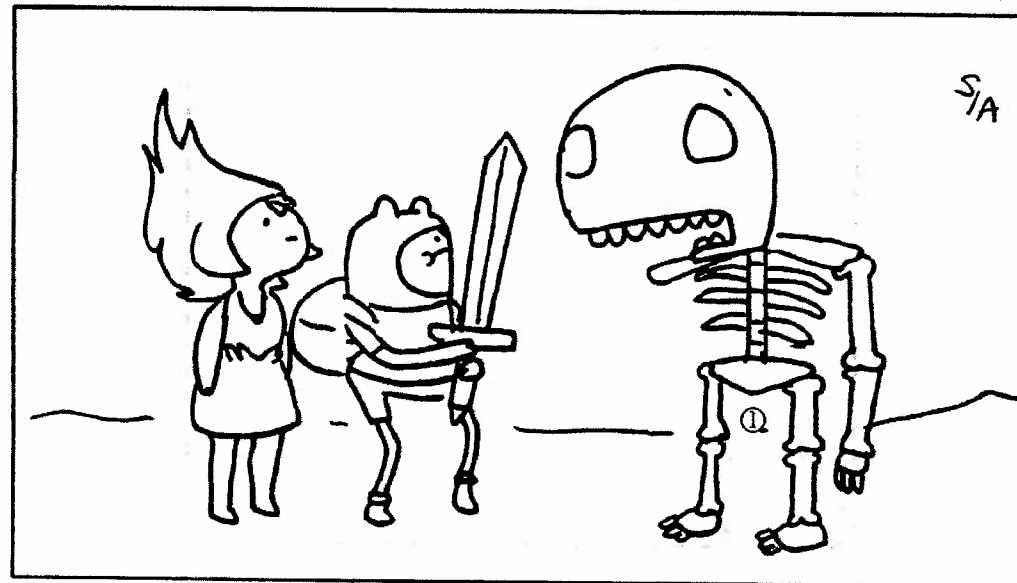


Sc. 42

Pnl. C

Bg.

day night



EPISODE # 1014-116

Dialog:

F/ I SHALL GRANT THEE CLEMENCY...  
IF YOU DO THE SPLITS! DO THE SPLITS!  
② ③ ④

B/ I... I CAN'T DO  
THE SPLITS...

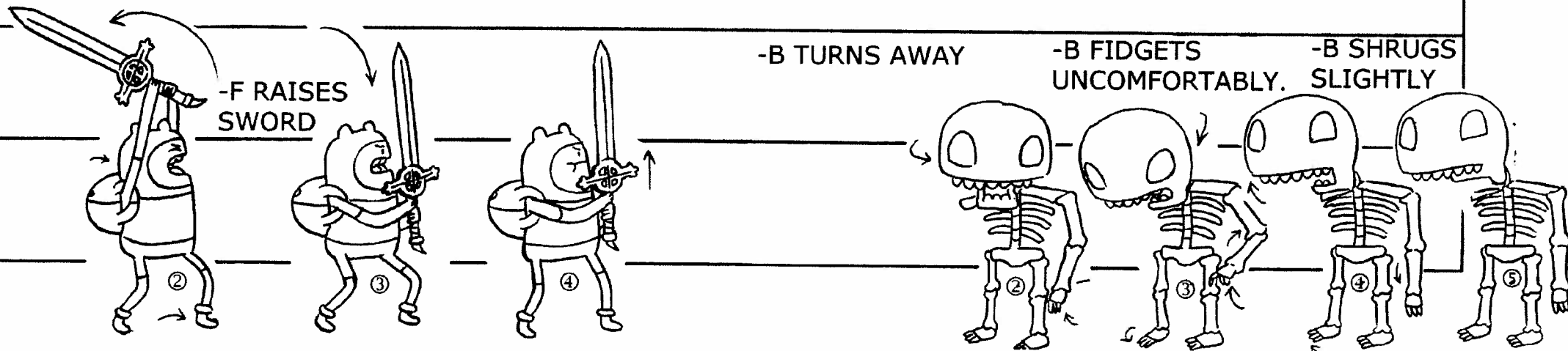
Action:

-F RAISES  
SWORD

-B TURNS AWAY

-B FIDGETS  
UNCOMFORTABLY. -B SHRUGS  
SLIGHTLY

Timing:

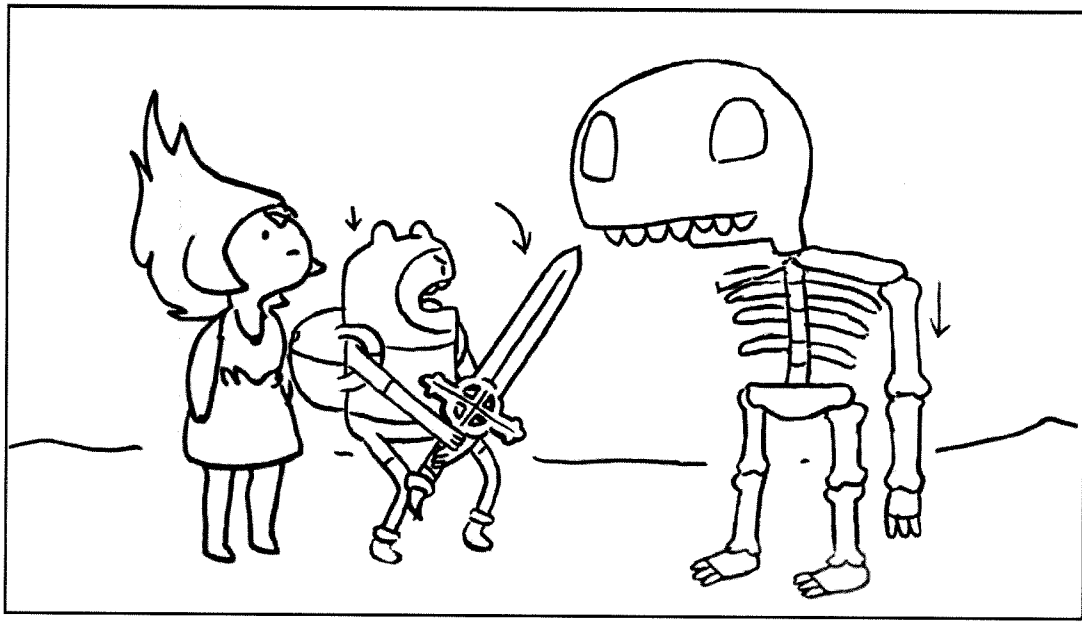


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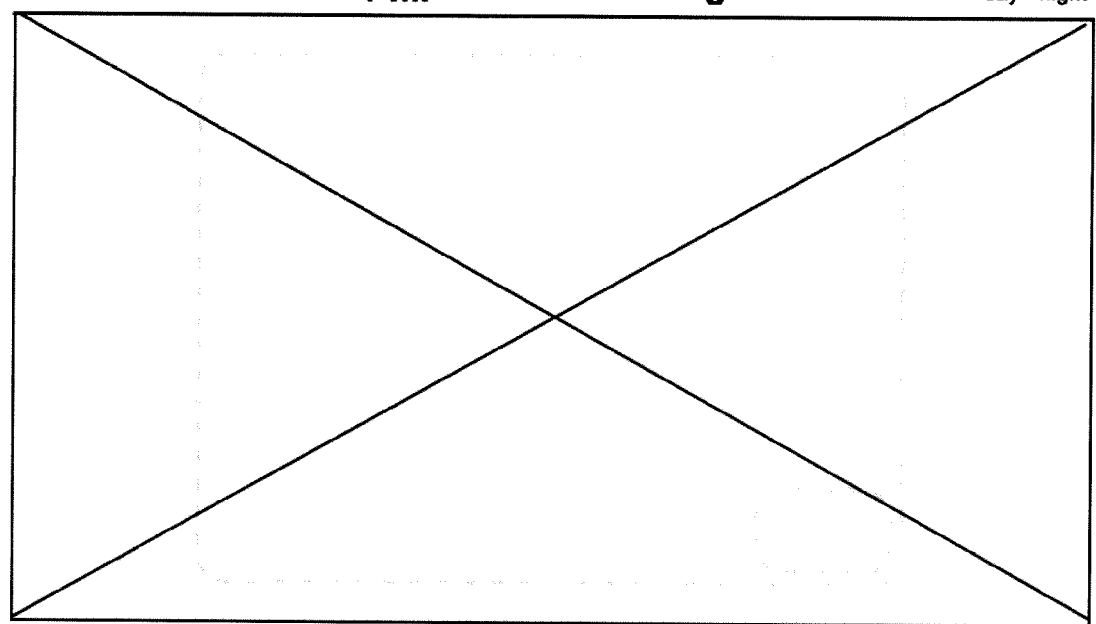
ADVENTURE TIME



Sc. 42 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

EPISODE # 1014-116 Production :



# ADVENTURE TIME



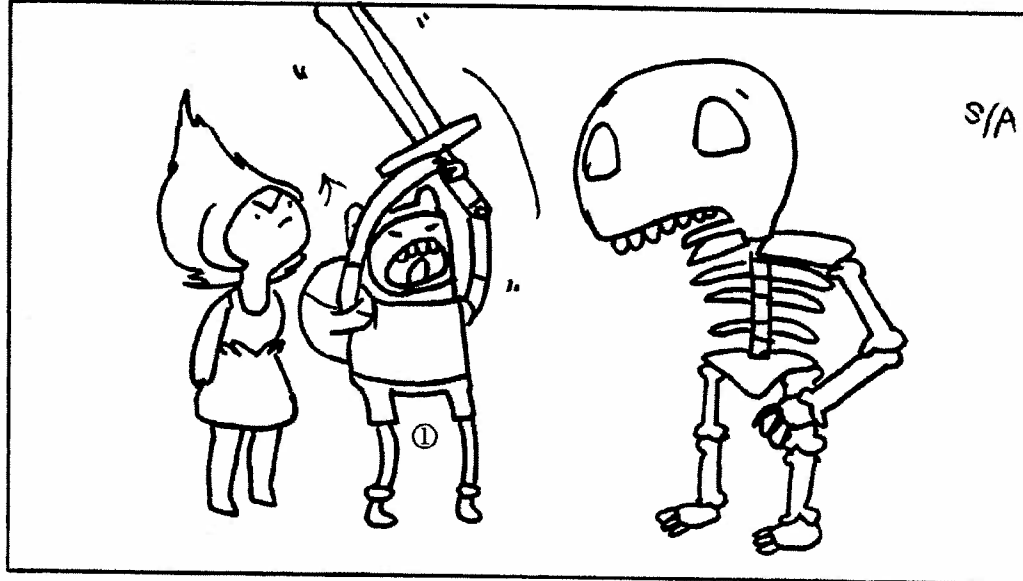
Page 80

Sc. 42

Pnl. E

Bg.

day night

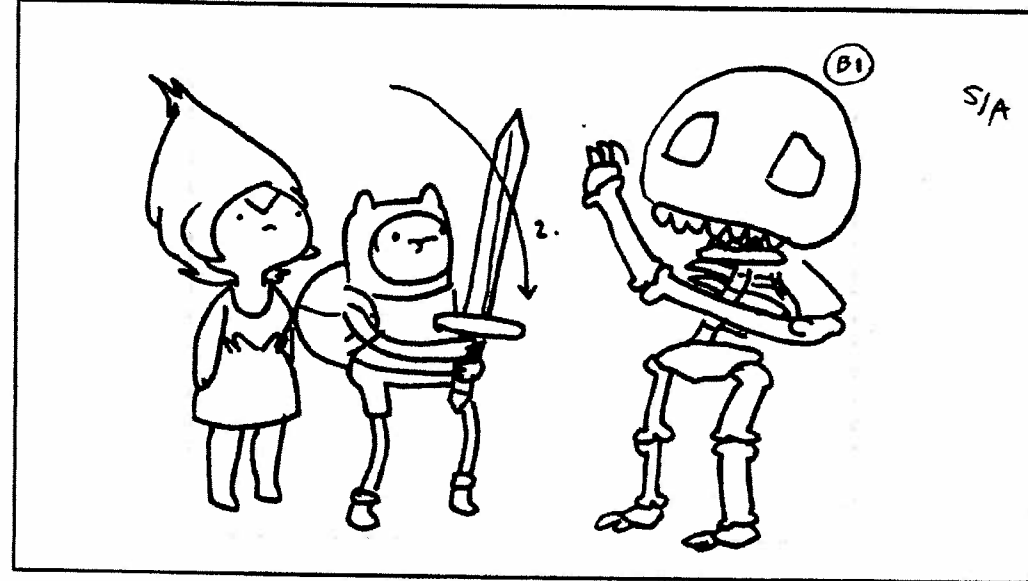


Sc. 42

Pnl. F

Bg.

day night



EPISODE # 1014-116

Production :

Production :

Dialog:

① DO THE SPLITS, THOU MILK-LIVERED MAGGOT-PIE

1. B / OKAY, OKAY!

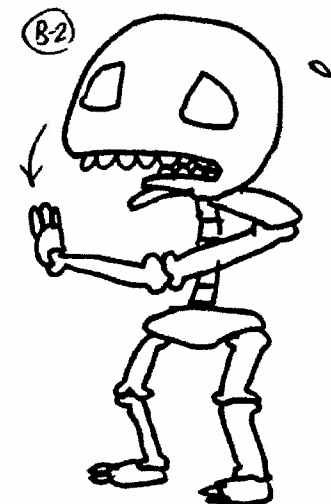
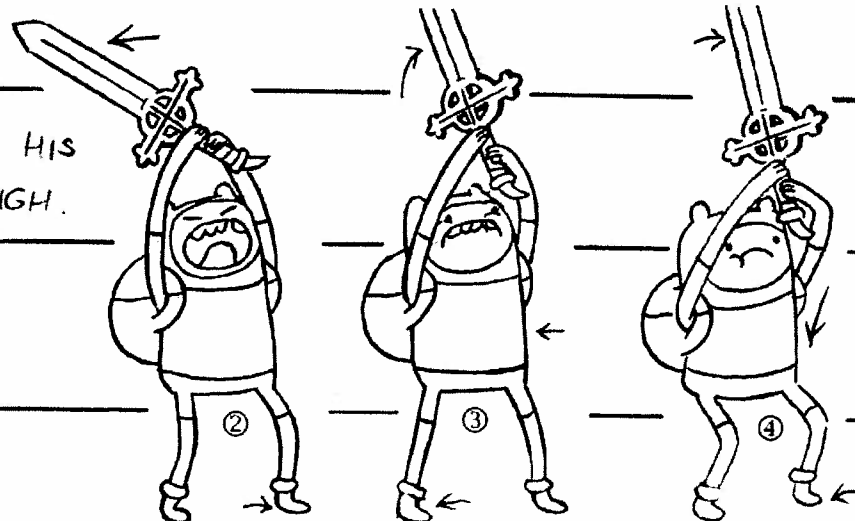
Action:

- FINN RAISES HIS SWORD UP HIGH.

- BONEY SHIVERS  
- Finn slowly drops his sword

2. B / okay.

Timing:



# ADVENTURE TIME



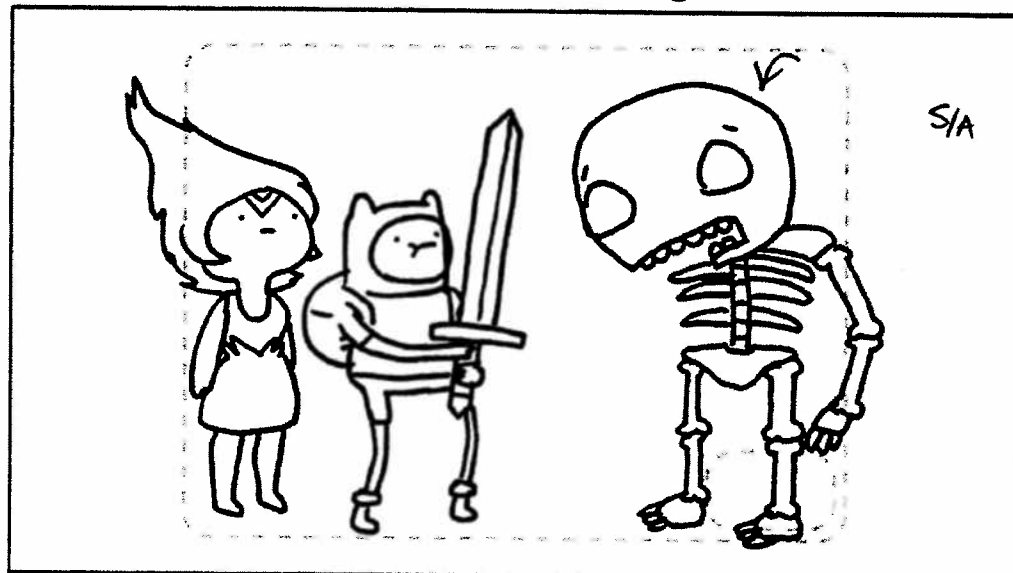
Page 81

Sc. 42

Pnl. F

Bg.

day night

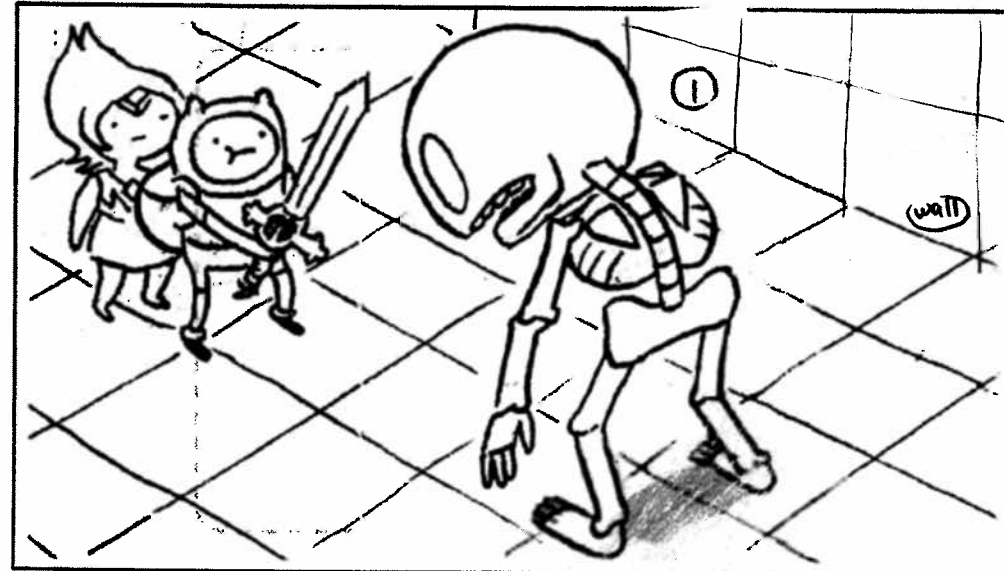


Sc. 43

Pnl. A

Bg.

day night



Dialog:

B/ okay

Action:

- BONEY LOOKS DOWN  
UNCERTAINLY.

Timing:



EPISODE # 1014-116

Production :

# ADVENTURE TIME



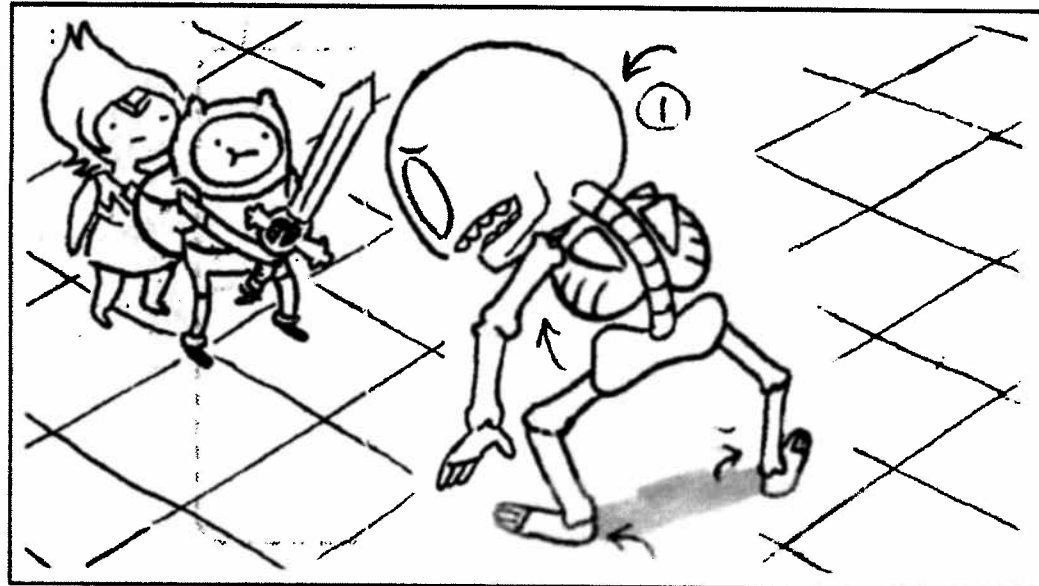
Page 82

Sc. 43

Pnl. B

Bg.

day night

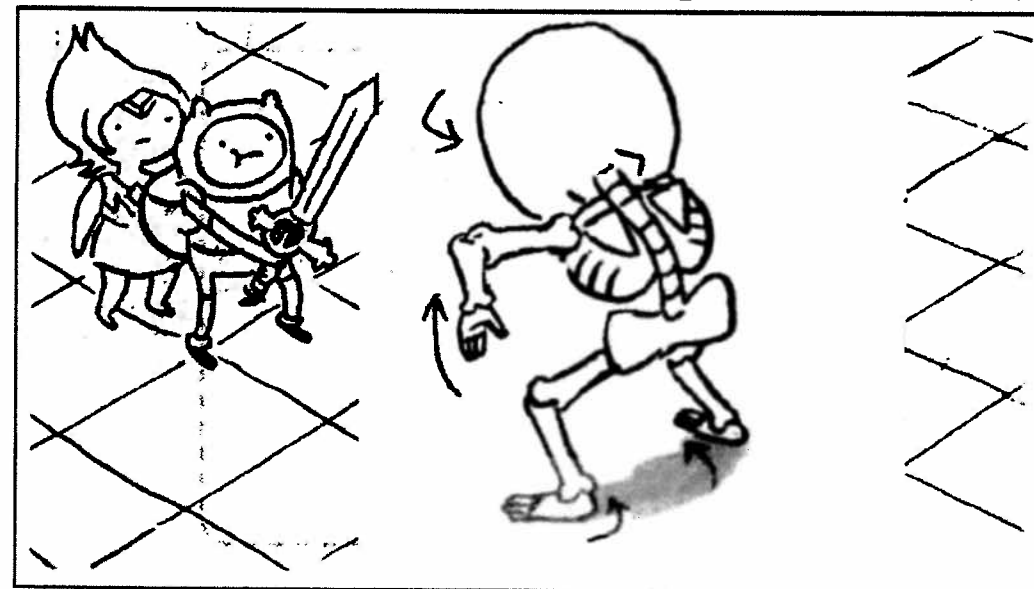


Sc. 43

Pnl. C

Bg.

day night



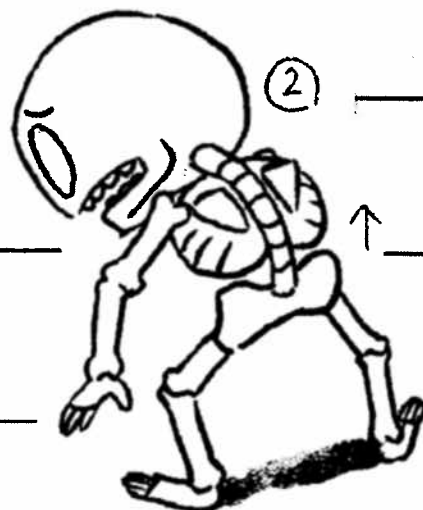
Dialog:

Action:

-B SQUATS 2X HESITANTLY

Timing:

-B ADJUSTS HIS FOOTING



EPISODE # 1014-116

Production :

# ADVENTURE TIME



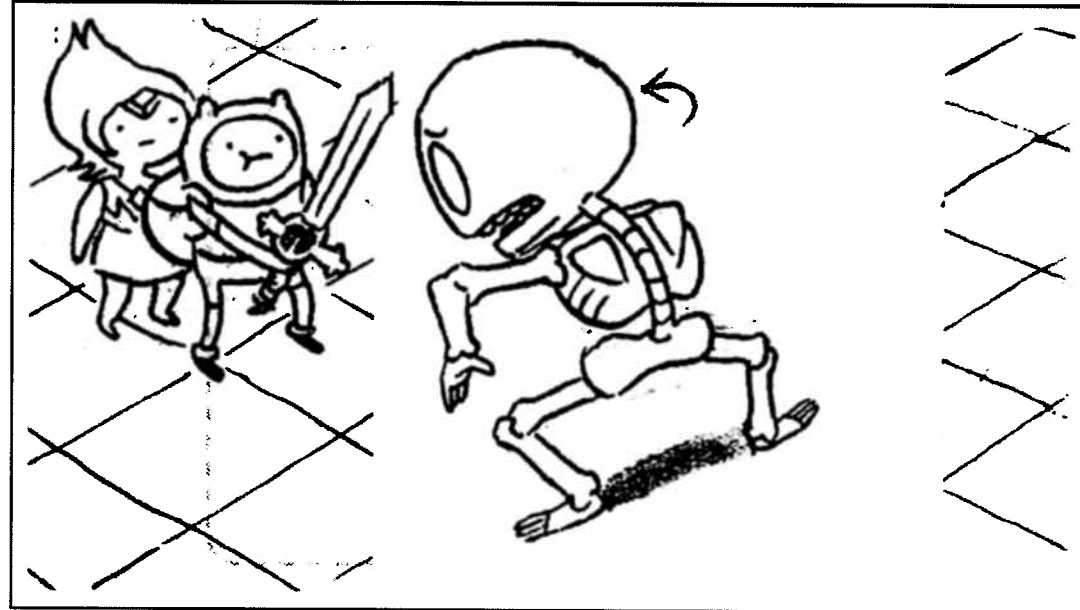
Page 82a

Sc. 43

Pnl. D

Bg.

day night

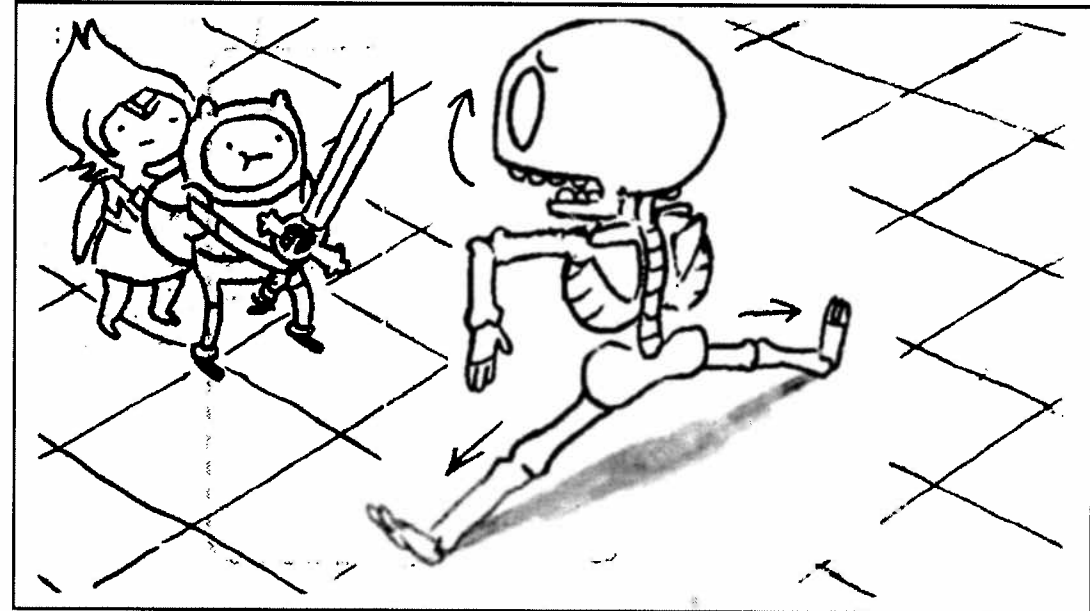


Sc. 43

Pnl. E

Bg.

day night



Dialog:

B/ OW OW OW....

B/ OW... OW....

Action:

-B SLOWLY DROPS

Timing:

EPISODE # 1014-110

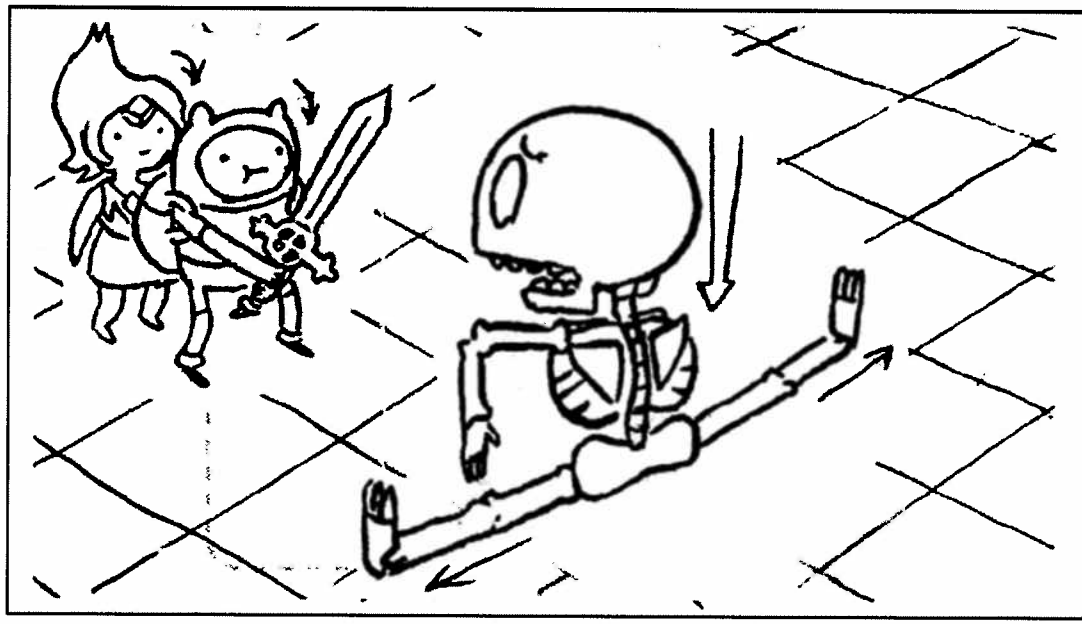
Production :

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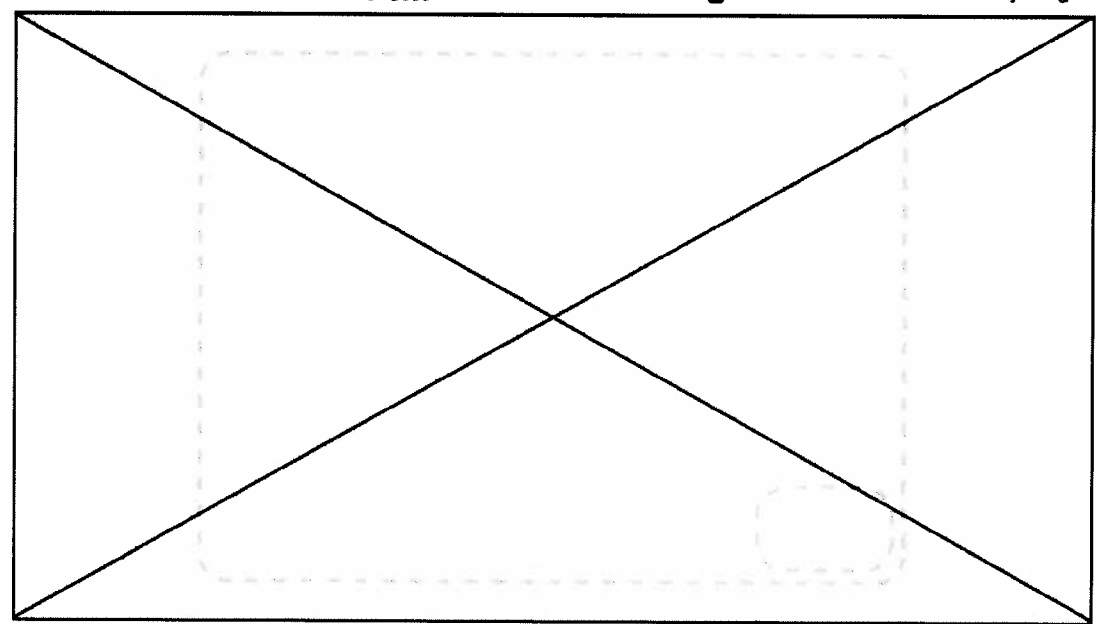
ADVENTURE TIME



Sc. 43 Pnl. F Bg. day night



Sc. Pnl. Bg. day night



Dialog:	SFX: *THUMP*
Action:	-BONEY LANDS IN SPLITS.
Timing:	

EPISODE # 1014-110  
Production :

# ADVENTURE TIME



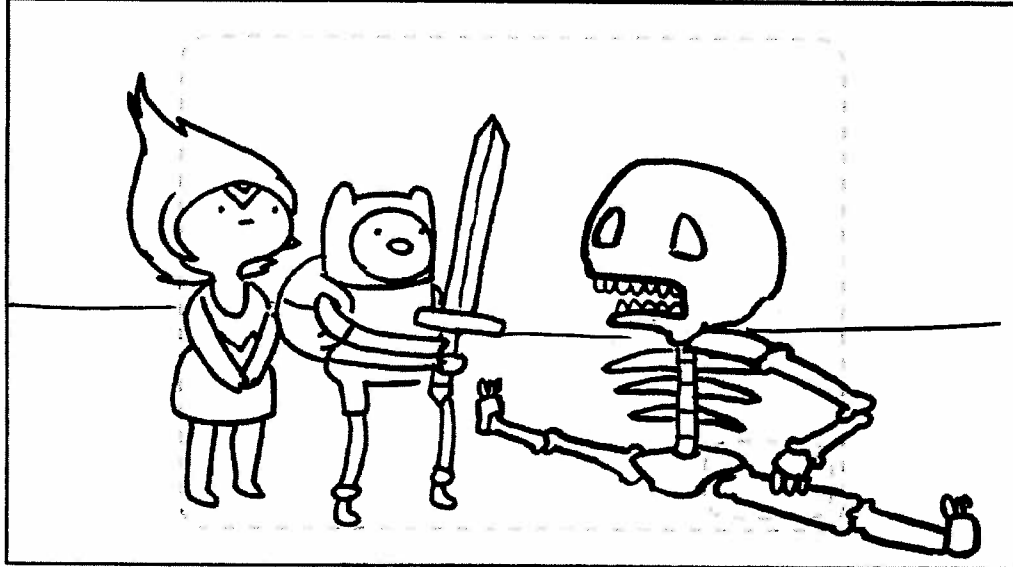
Page 83

Sc. 44

Pnl. A

Bg.

day night

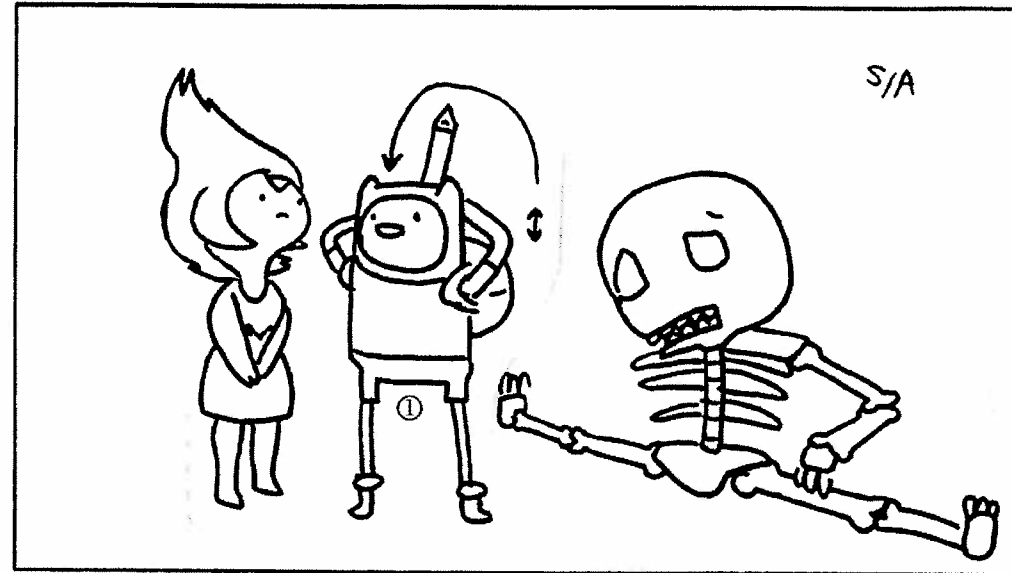


Sc. 44

Pnl. B

Bg.

day night



S/A

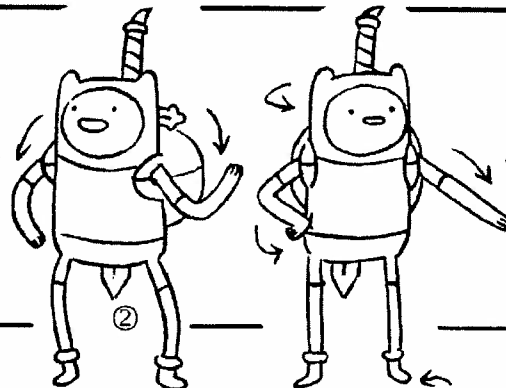
Dialog:

<sup>①</sup> F/ SEE, A LOT OF TIMES YOU CAN  
<sup>②</sup> OVER POWER THESE GUYS <sup>③</sup> WITH  
CONFIDENCE.

Action:

- Finn puts away  
his sword.

Timing:



Boney nervously  
checking out his legs

EPISODE # 1014-116

Production :

ADVENTURE TIME

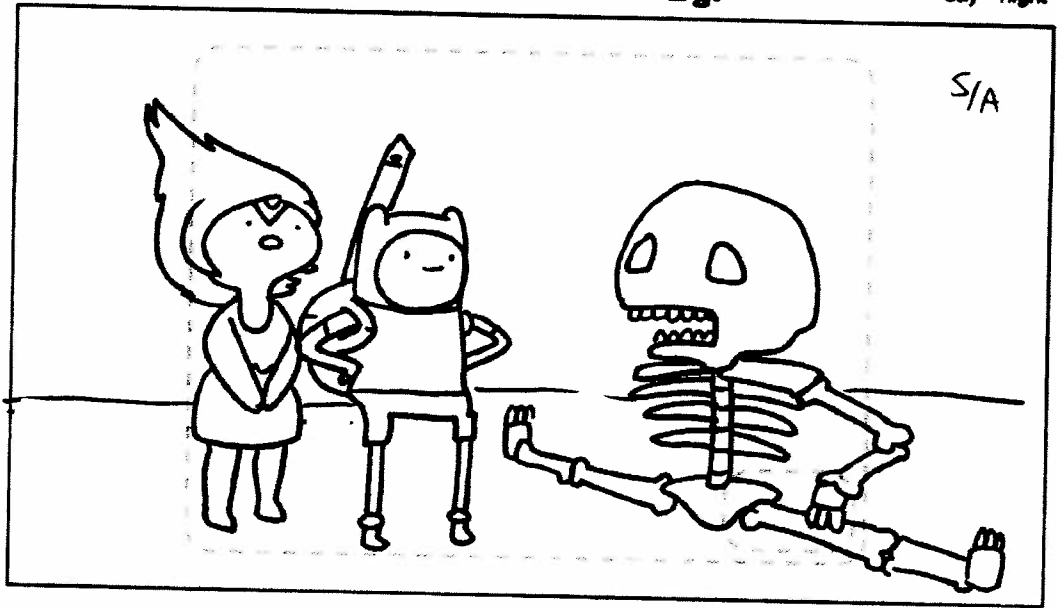


Sc. 44

Pnl. C

Bg.

day night

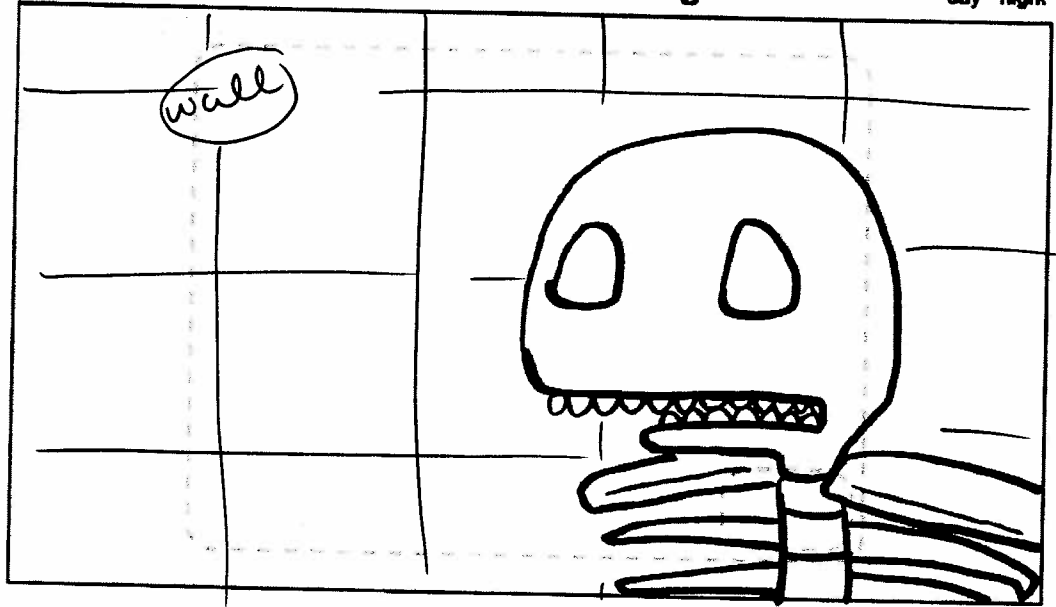


Sc. 45

Pnl. A

Bg.

day night



Dialog:
FP/ NEAT.
Action:
Timing:

EPISODE # 1014-116  
Production :

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# ADVENTURE TIME



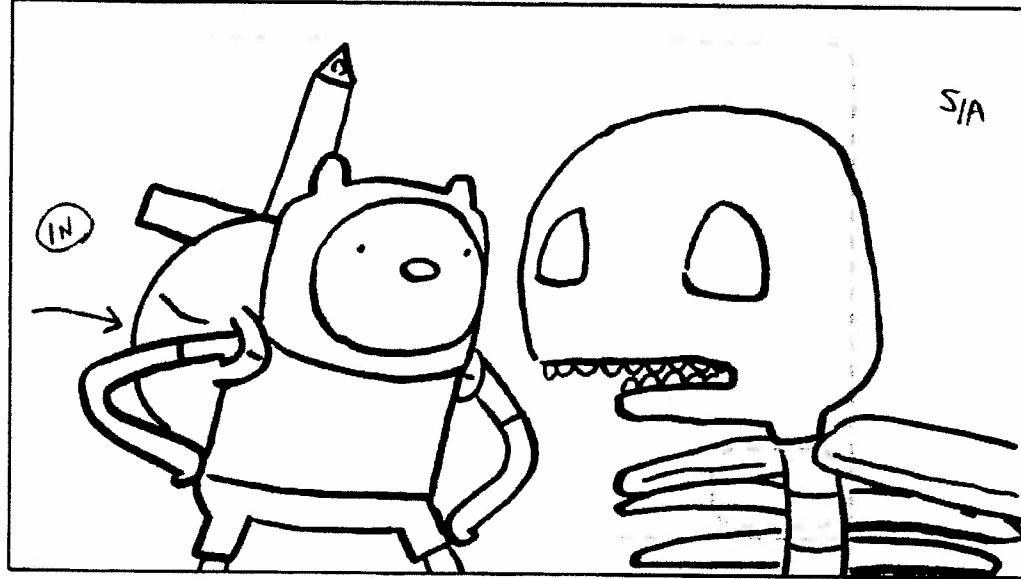
Page 85

Sc. 45

Pnl. B

Bg.

day night

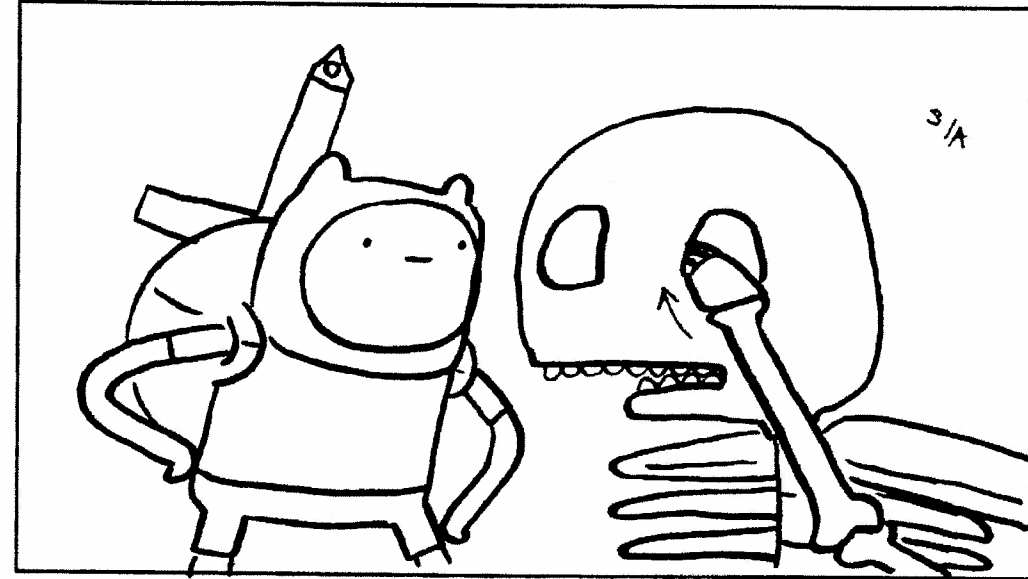


Sc. 45

Pnl. C

Bg.

day night



Dialog:

F/ GOT ANY LOOT ON YA ?

B/ J-

Action:

-FINN SPRINGS ON/S.

( Boney reaches  
into his eye socket )

Timing:

EPISODE # 1014-116

Production :



# ADVENTURE TIME



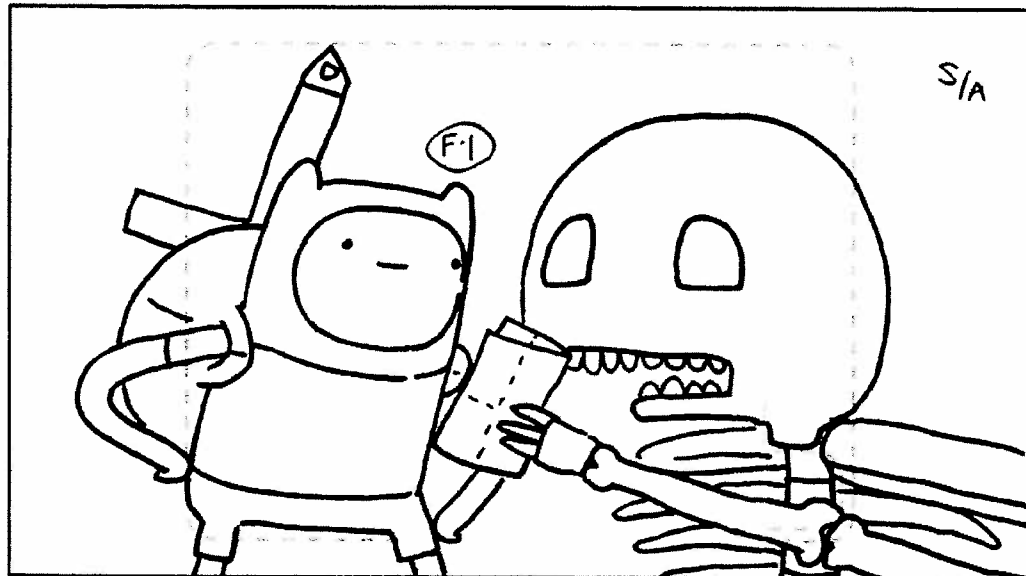
Page 86

Sc. 45

Pnl. D

Bg.

day night

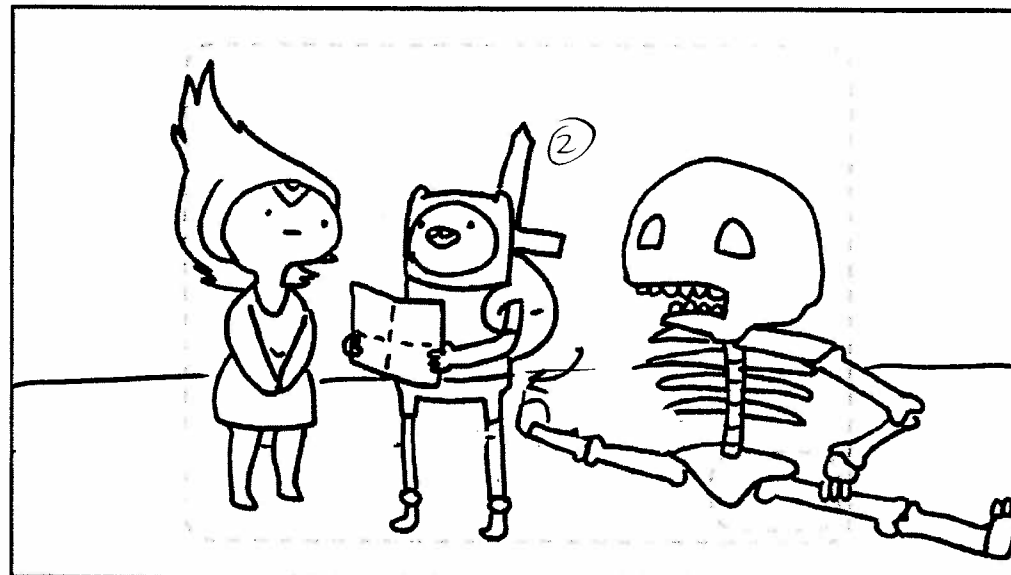


Sc. 46

Pnl. A

Bg.

day night



EPISODE # 1014-116

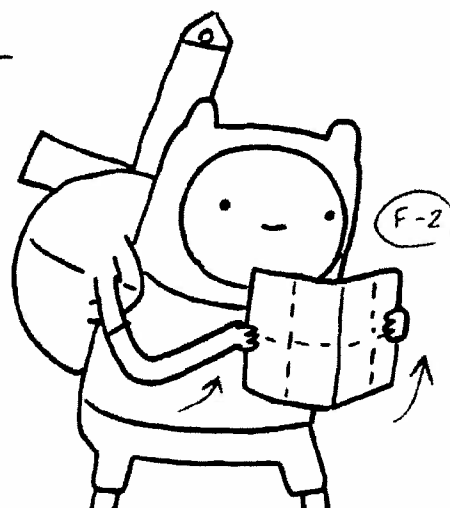
Dialog:

B/ JUST THIS MAP. IT'LL -  
IT'LL HELP YOU.  
PLEASE. PLEASE.

Action:

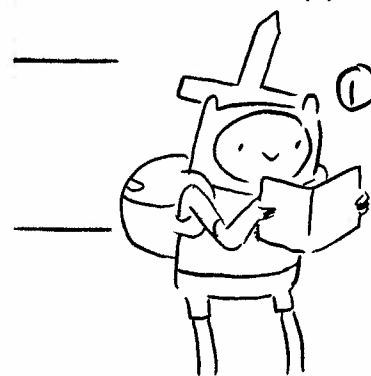
- FINN TAKES MAP  
FROM BONEY.

Timing:



F/ HA! SEE? THIS  
WOULDA BEEN BURNED!

-FINN TURNS  
TOWARDS FP



Finn folds up  
map over FP's  
next line

Production :

# ADVENTURE TIME



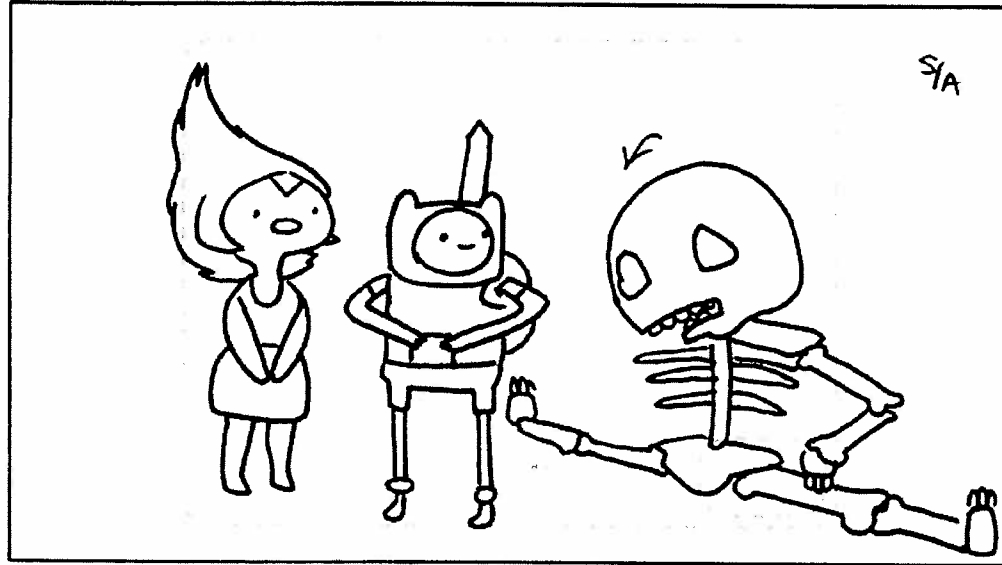
Page 87

Sc. 46

Pl. B

Bg.

day night

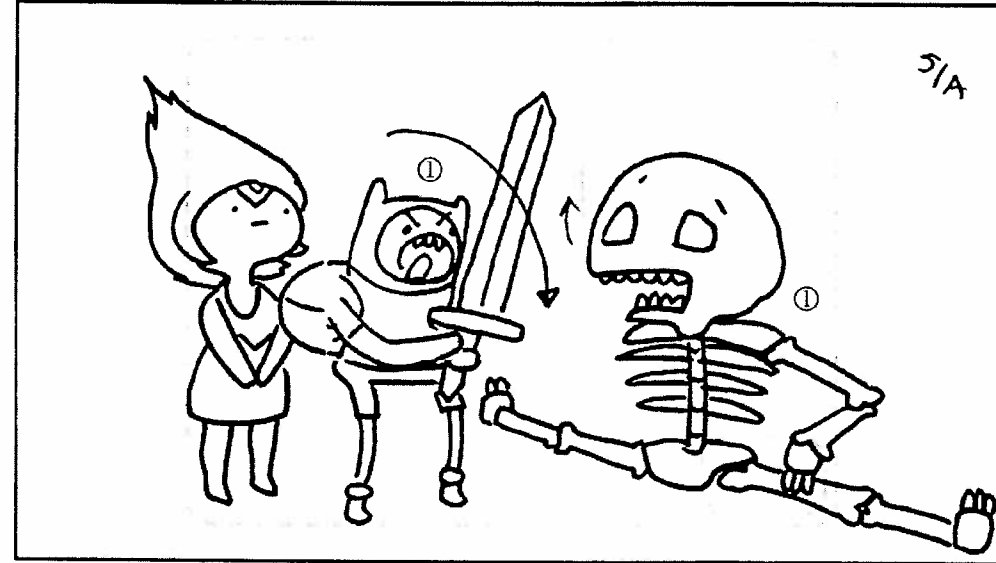


Sc. 46

Pl. C

Bg.

day night



EPISODE # 1014-116

Dialog:

FP/ YEAH, NO THAT MAKES SENSE.

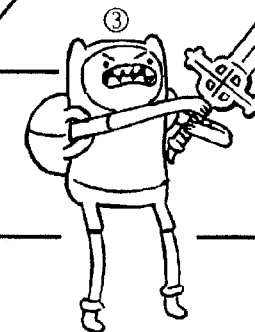
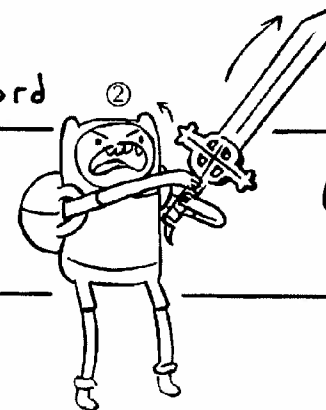
F/ WHAT ELSE YA GOT ?!

Action:

1. Finn tucks map in belt.



2. reaches for sword



Timing:

# ADVENTURE TIME



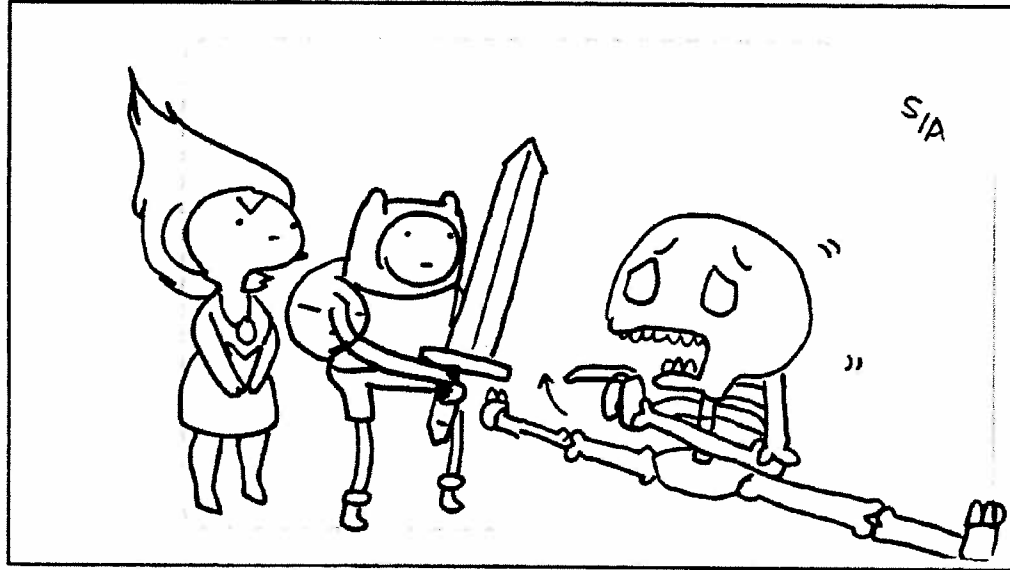
Page 88

Sc. 46

Pnl. D

Bg.

day night

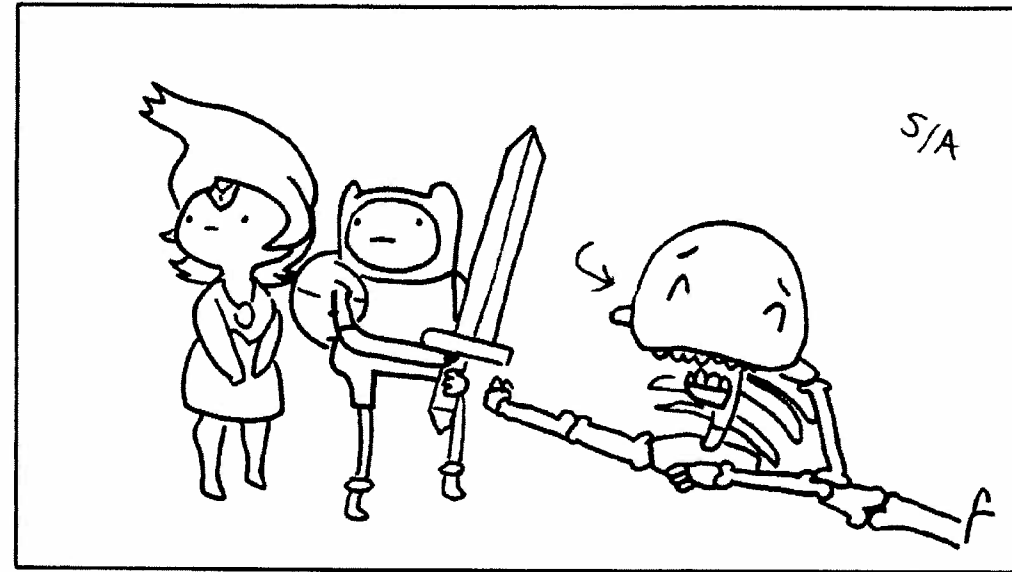


Sc. 46

Pnl. E

Bg.

day night



Dialog:

B/ N'YAHHH THERE'S A  
TREASURE CHEST IN THE CORNER

B/ PLEASE STOP YELLING.

Action:

- BONEY SHIVERS.
- BONEY POINTS TO THE LEFT.

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 89

Sc. 47

Pnl. A

Bg.

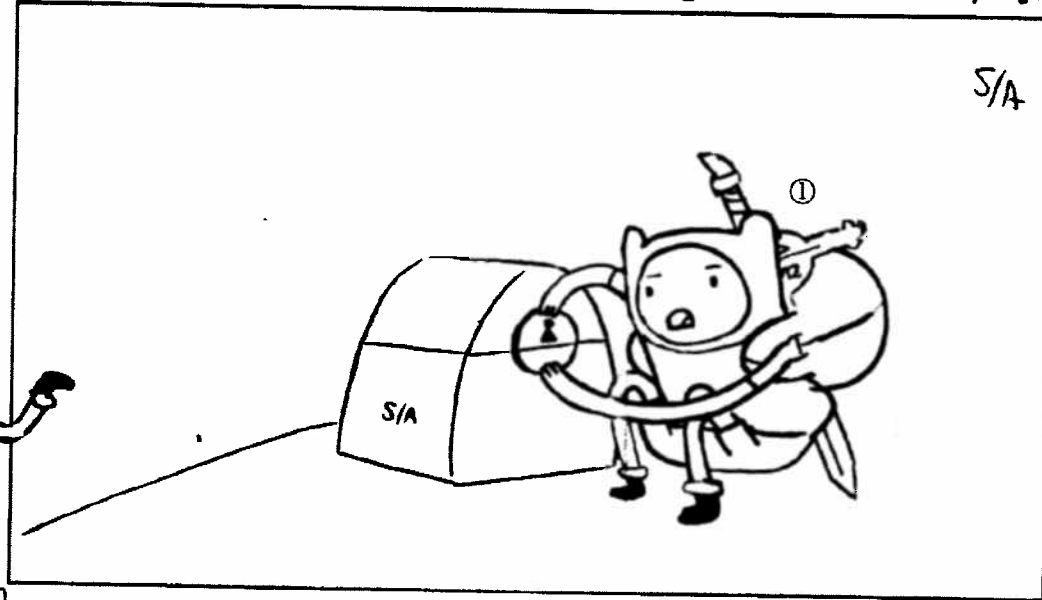
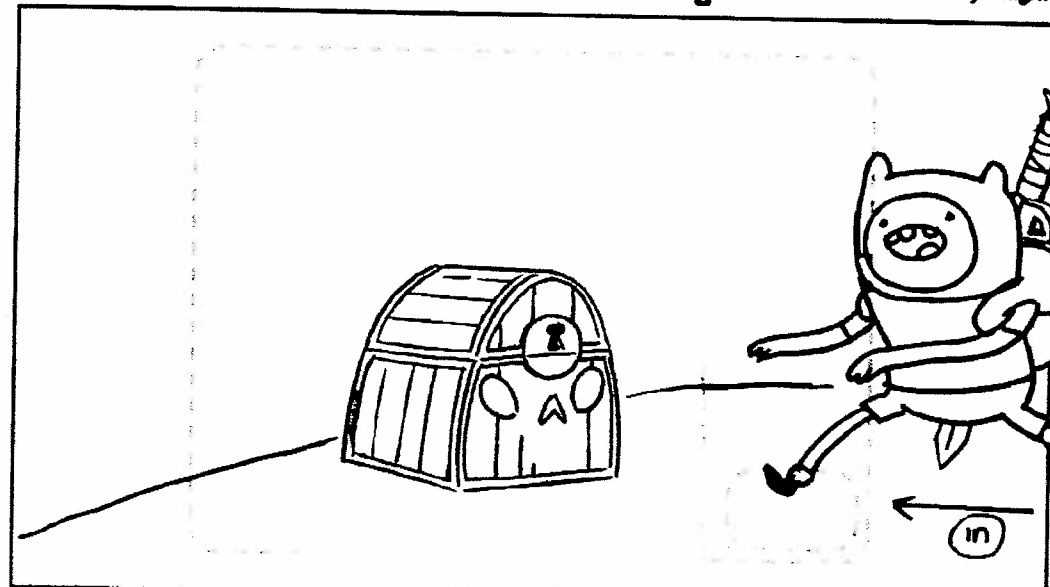
day night

Sc. 47

Pnl. B

Bg.

day night



S/A

Dialog:

F / HAHA, I KNEW IT...

Ⓔ AW CRAM IT TO THE BUTTERNUTS!  
IT'S LOCKED! SFX: \*CLUNK!\*

(ALT) AH,

IT'S LOCKED

Action:

-FINN RUNS ON/S

-ADJ w/ ACTION

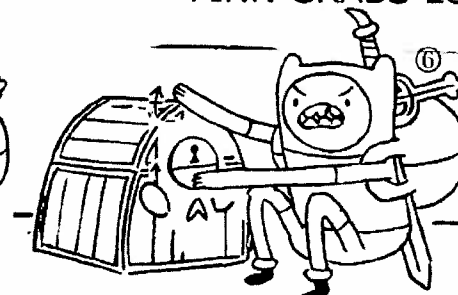
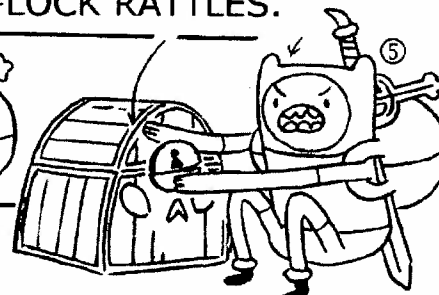
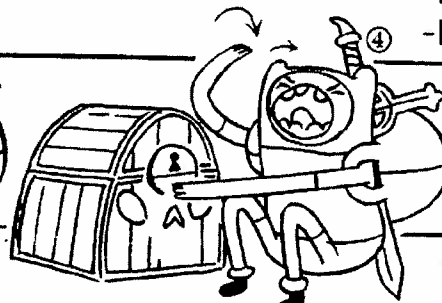
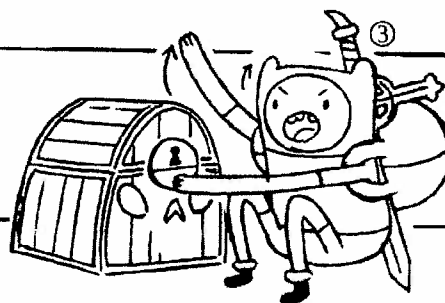
-FINN KARATE CHOPS LOCK

-LOCK RATTLES.



Finn rattles skull  
lock back and forth  
-FINN GRABS LOCK

Timing:



Production :

1014-116

ADVENTURE TIME



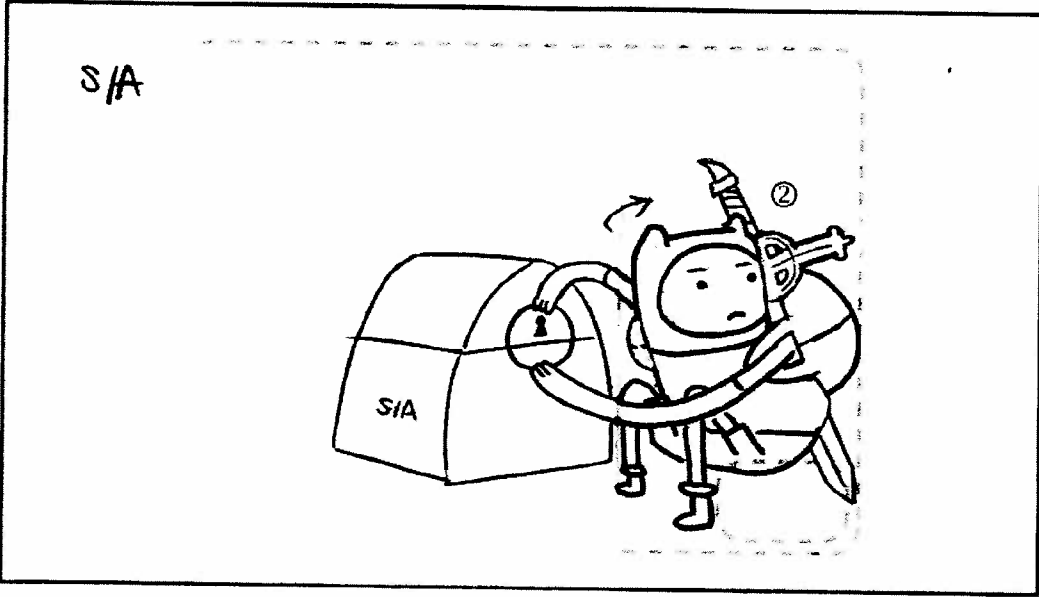
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Sc. 47

Pnl. C

Bg.

day night

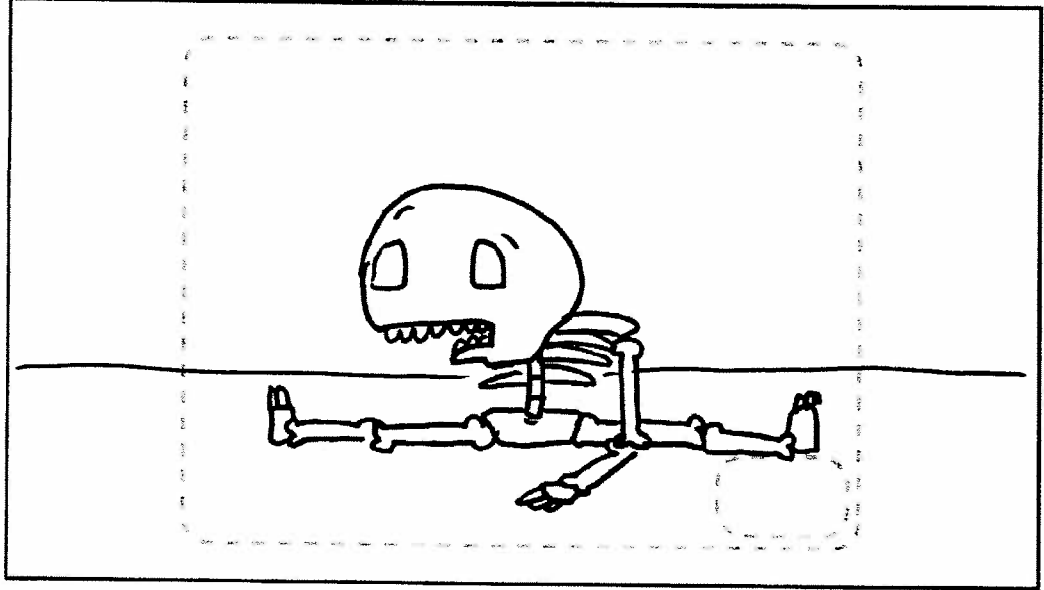


Sc. 48

Pnl. A

Bg.

day night

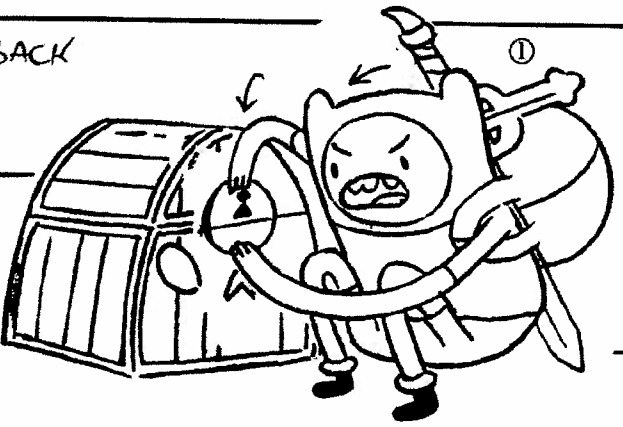


Dialog:

Action:

- FINN LOOKS BACK

Timing:



EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 91

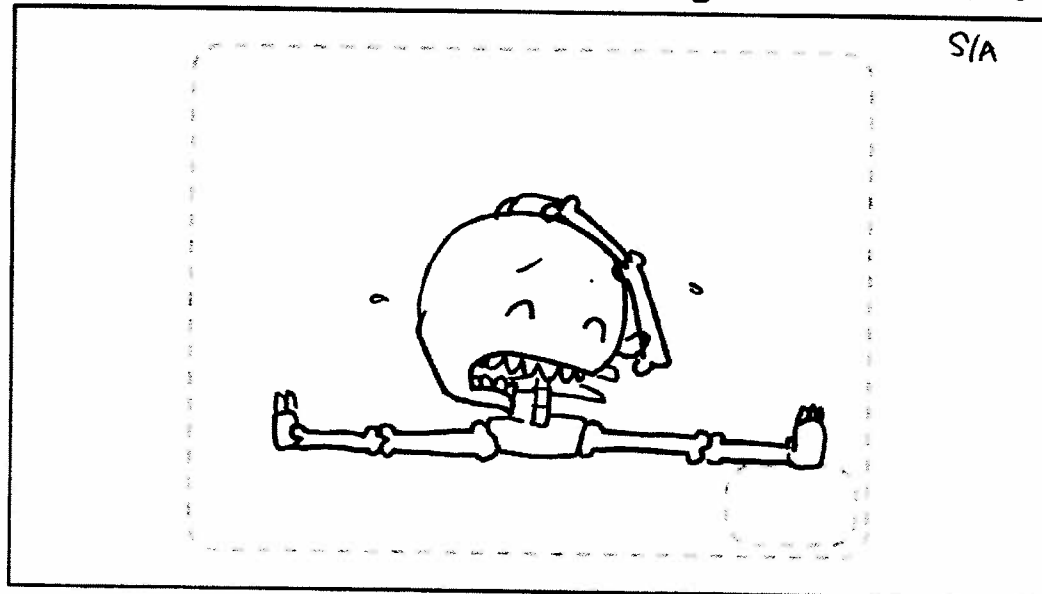
Sc. 48

Pnl. B

Bg.

day night

S/A



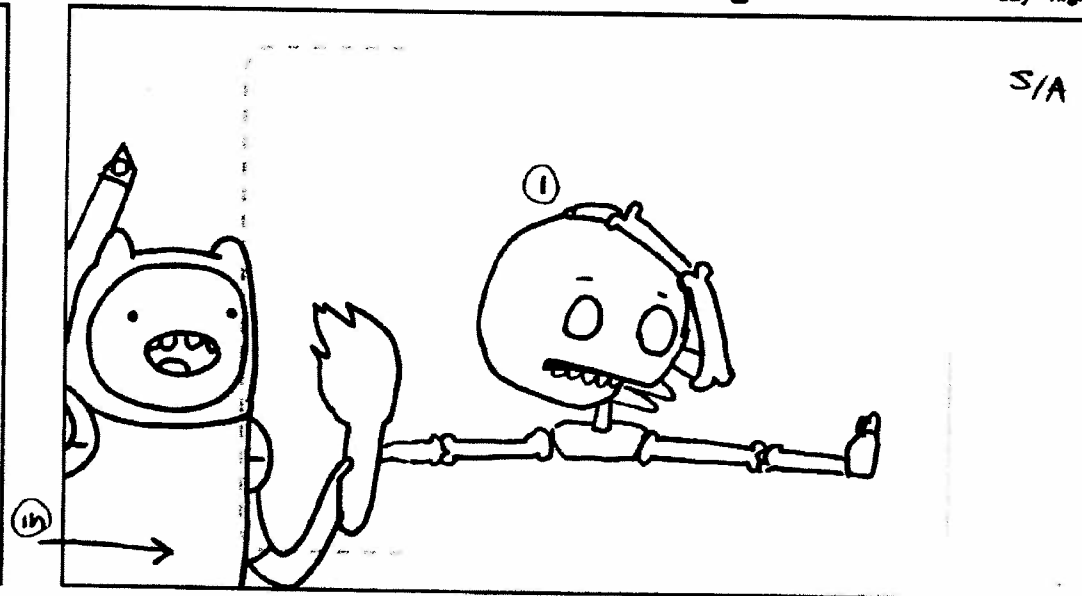
Sc. 48

Pnl. C

Bg.

day night

S/A



Dialog:

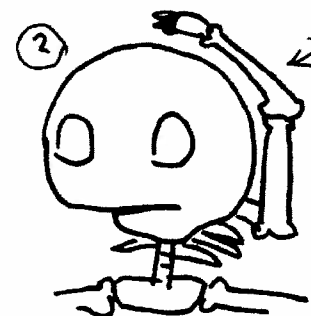
B/ AHHA I DON'T KNOW WHERE  
THE KEY IS PLEASE DON'T YELL!

1. F /HAHAHA, ALL RIGHT, WE CAN COME  
BACK TO THAT LATER...

Action:

-FINN WALKS ON/S

Timing:



Boney  
looks  
at Finn

EPISODE # 1014-116

Production :

# ADVENTURE TIME



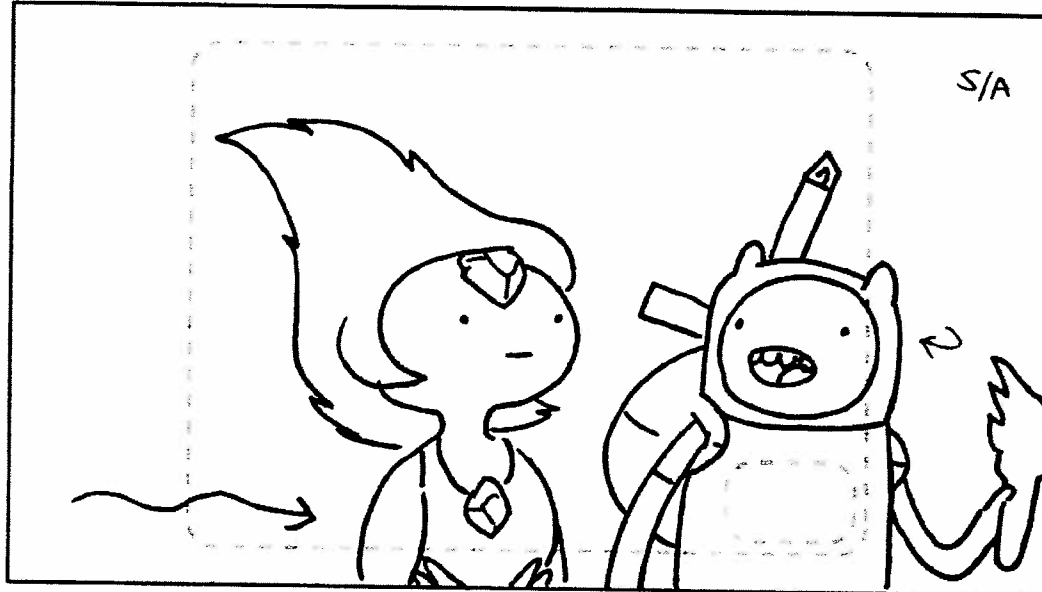
Page 92

Sc. 48

Pnl. D

Bg.

day night

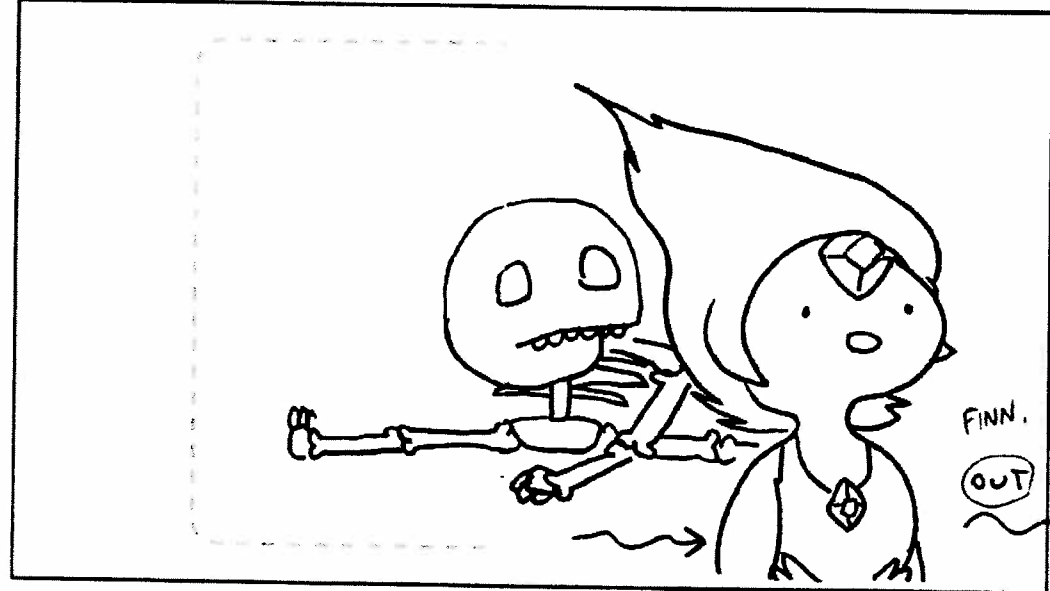


Sc. 48

Pnl. E

Bg.

day night



EPISODE # 1014-116

Dialog:

F/ HEY ARE YOU  
HAVIN' FUN ?

FP/ UH-HUH.

Action:

- FINN + FP WALKS PAST BONEY.

-FINN WALKS OFF/S

Timing:



- boney follows them as they cross

Production :

# ADVENTURE TIME



Page 93

Sc. 48

Pnl. F

Bg.

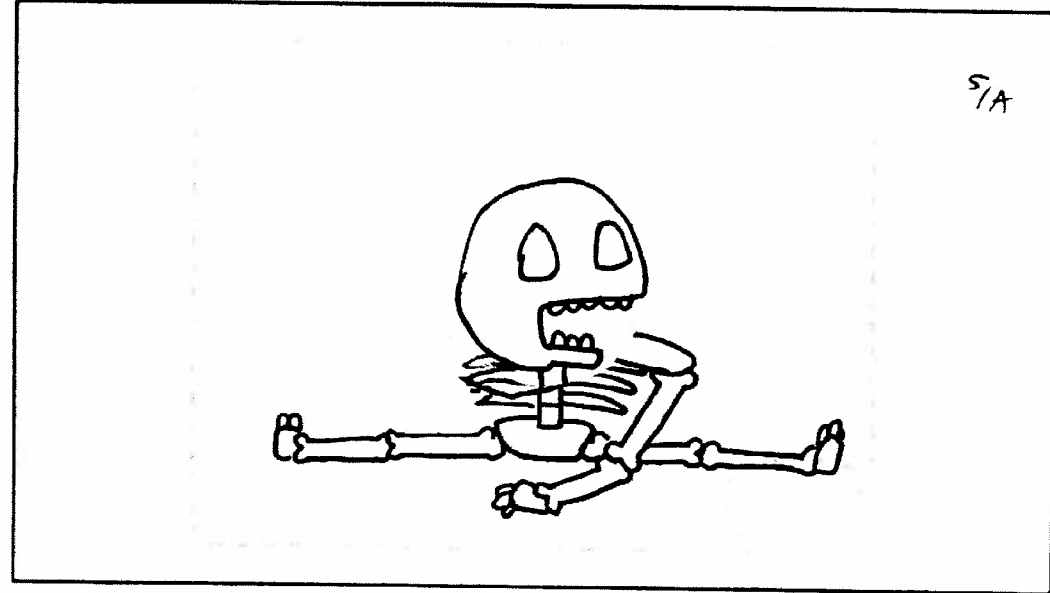
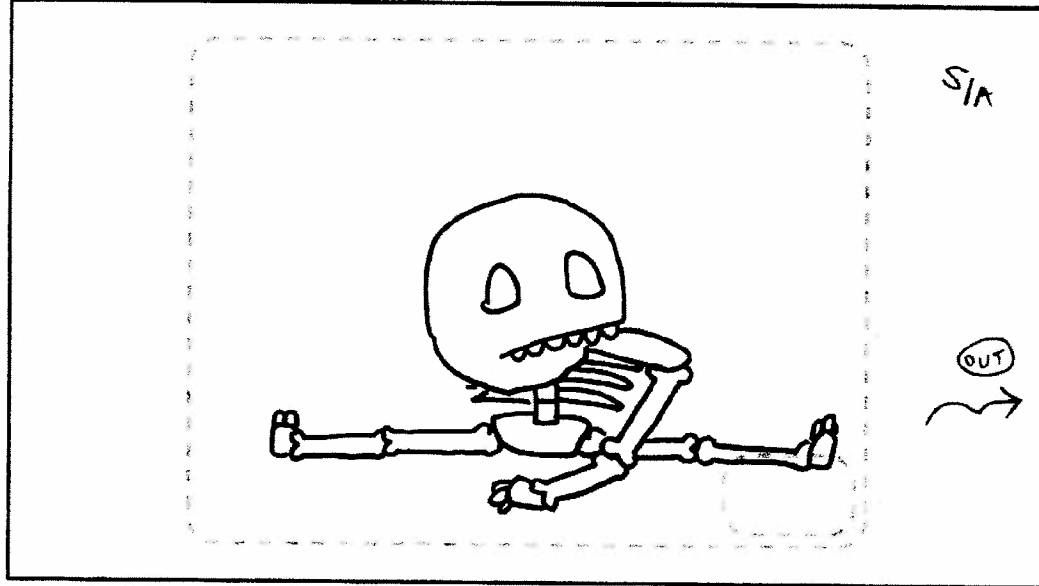
day night

Sc. 48

Pnl. G

Bg.

day night



Dialog:

B / I'LL JUST STAY HERE.

Action:

- FP WALKS OFF/S

Timing:

EPISODE # 1014-116

Production :

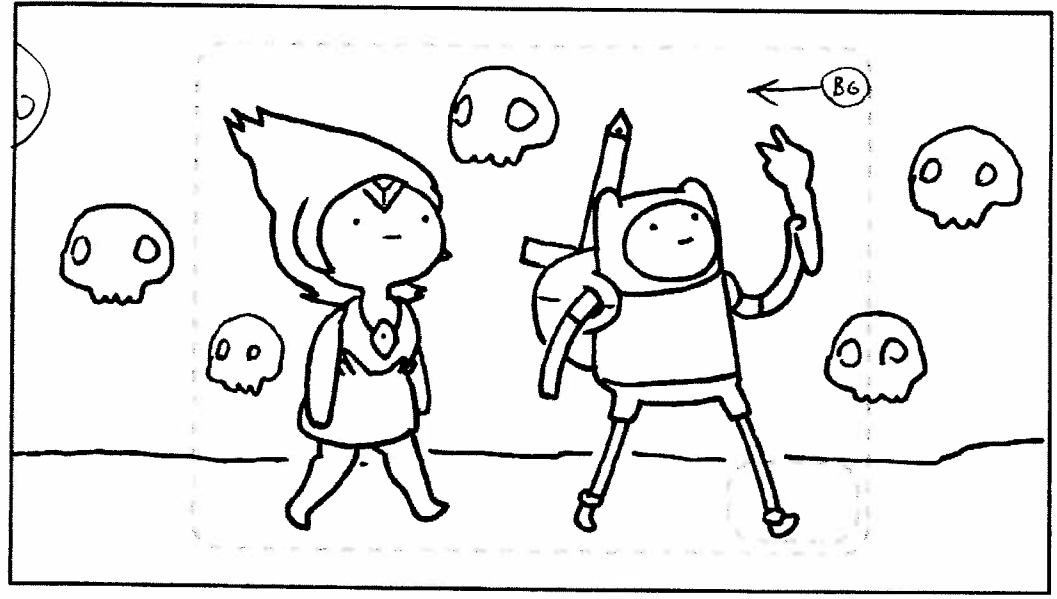


ADVENTURE TIME

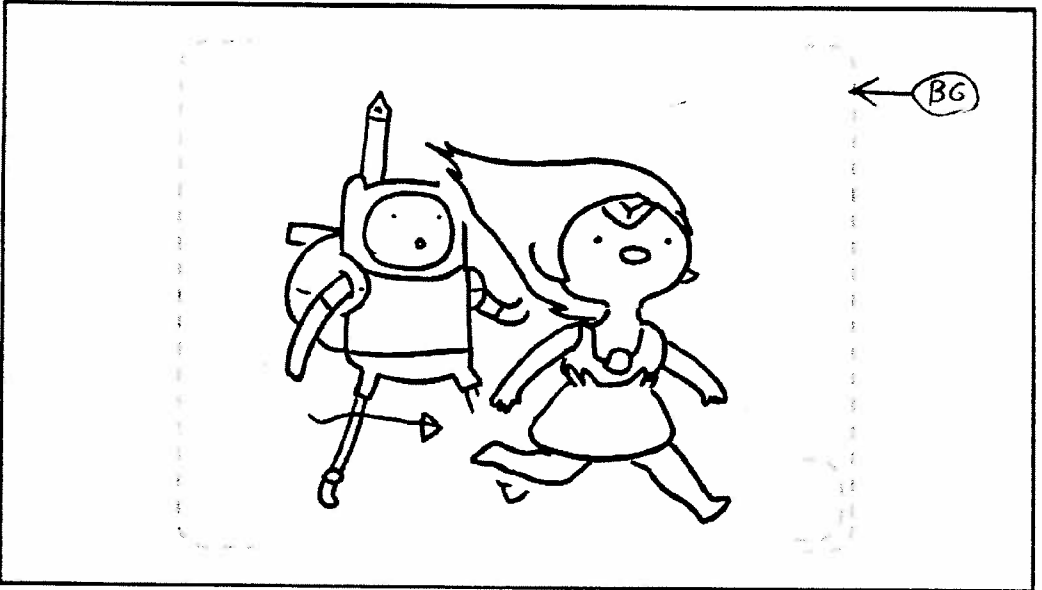


Page 94

Sc. 49 Pnl. A Bg. day night



Sc. 49 Pnl. B Bg. day night



Dialog:	FP/ RACE YA TO THE NEXT MONSTER !	
Action:	- FP runs past Finn	- ADJ w/ FP →
Timing:		

EPISODE # 1014-116

Production :

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# ADVENTURE TIME



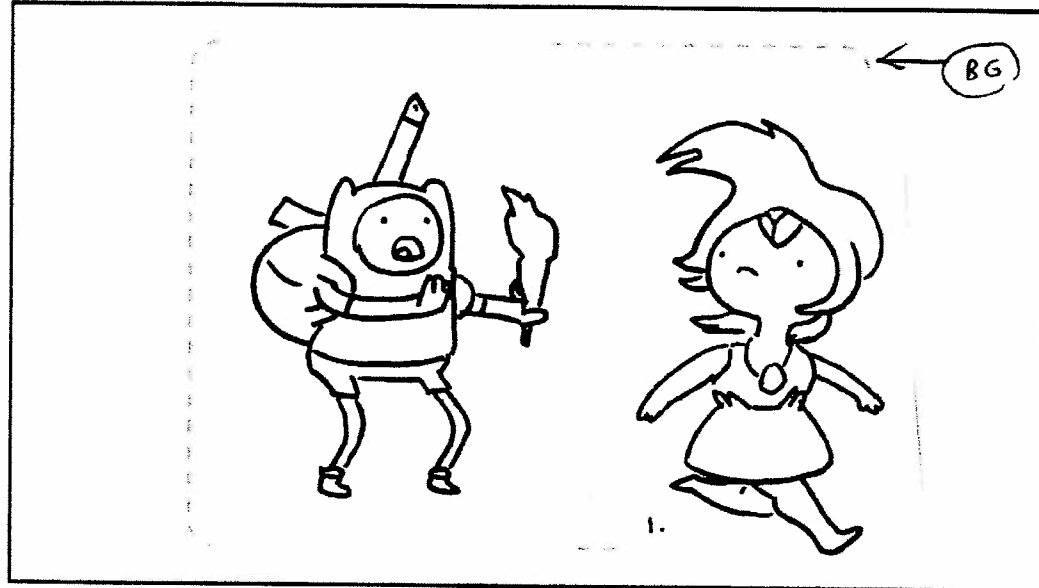
Page 95

Sc. 49

Pnl. C

Bg.

day night

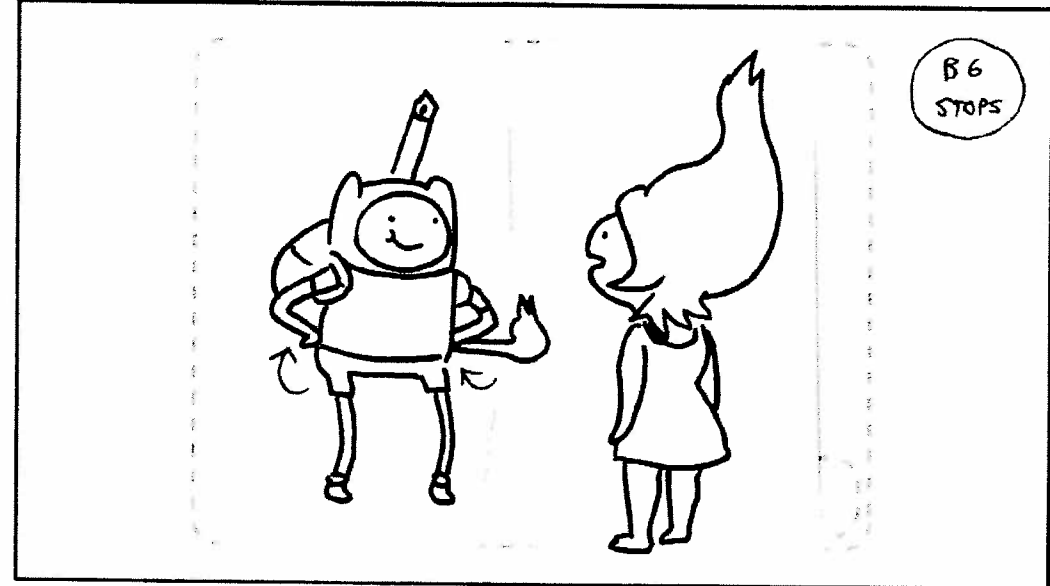


Sc. 49

Pnl. D

Bg.

day night



Dialog:

F / WHOA WHOA!

Action:

— FP stops  
and turns to  
Finn

Timing:

ON ONE LEG.



3.



FP / WHAT?

— lowers her left leg  
after she stops spinning.

EPISODE # 1014-116

Production :

# ADVENTURE TIME



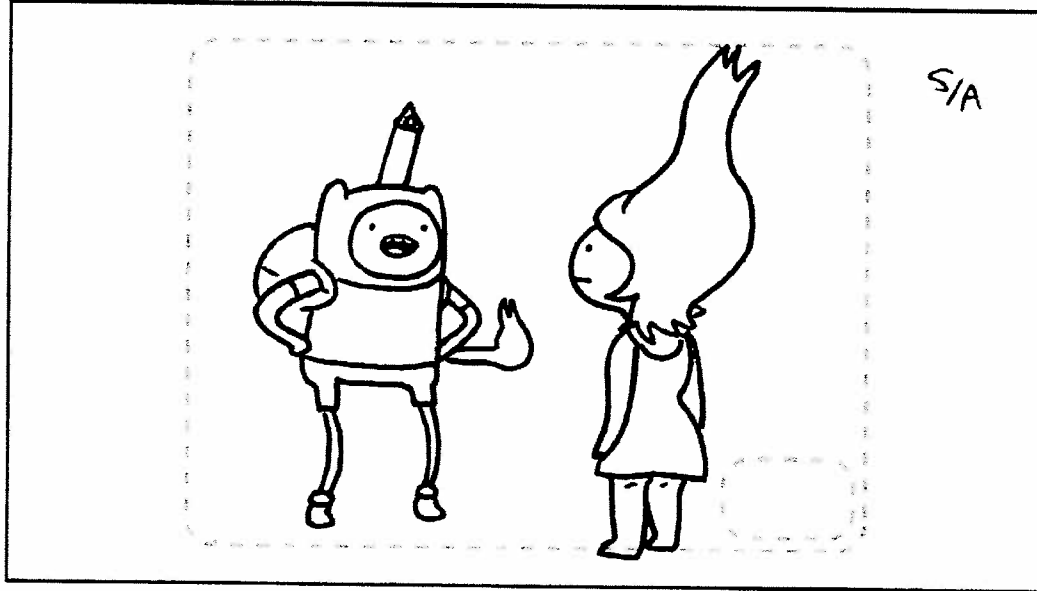
Page 96

Sc. 49

Pnl. E

Bg.

day night

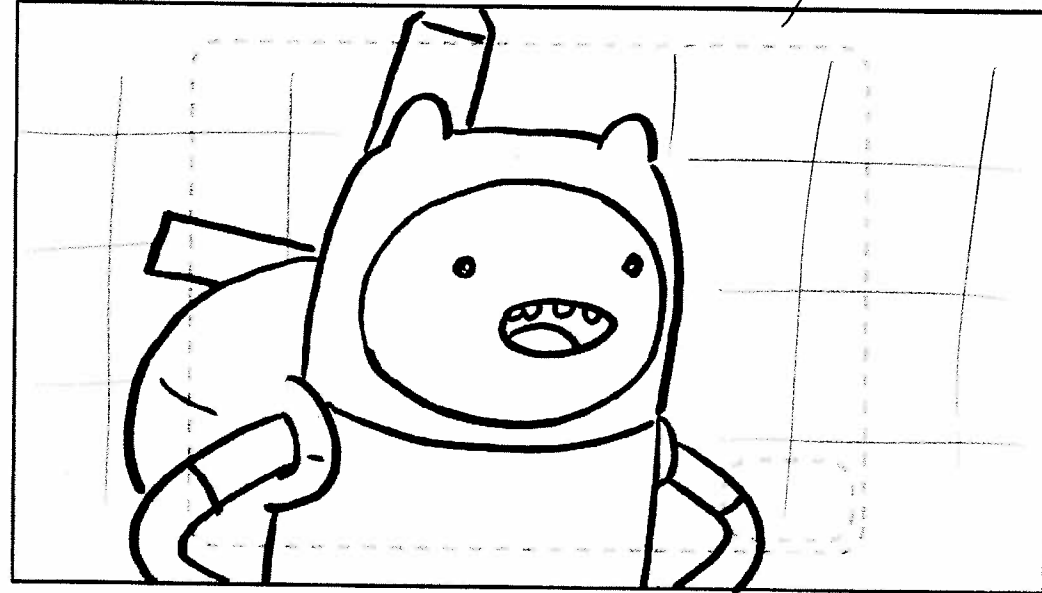


Sc. 50

Pnl. A

Bg.

day night



Dialog:

F / HAHAA, AHHH... THAT'S NOT HOW  
YOU DO THINGS IN A DUNGEON

F / YOU GOTTA SNEAK

Action:

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 97

Sc. 51

Pnl. A

Bg.

Wall

day night

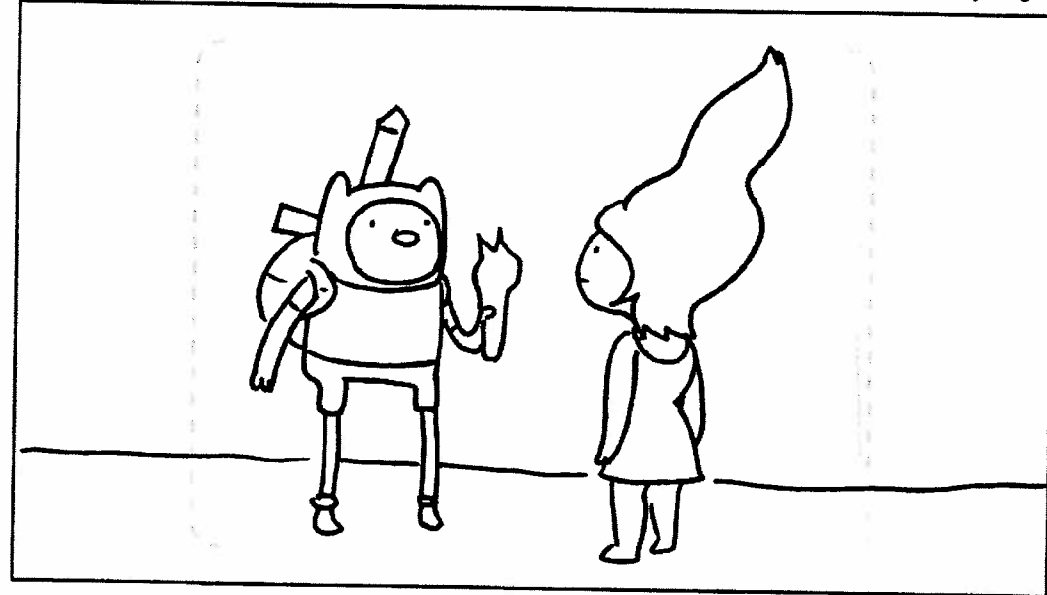


Sc. 52

Pnl. A

Bg.

day night



Dialog:

FP/ SNEAK ?

F/ SO THEY DON'T HEAR  
YOU COMING AND SUCH .

Action:

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



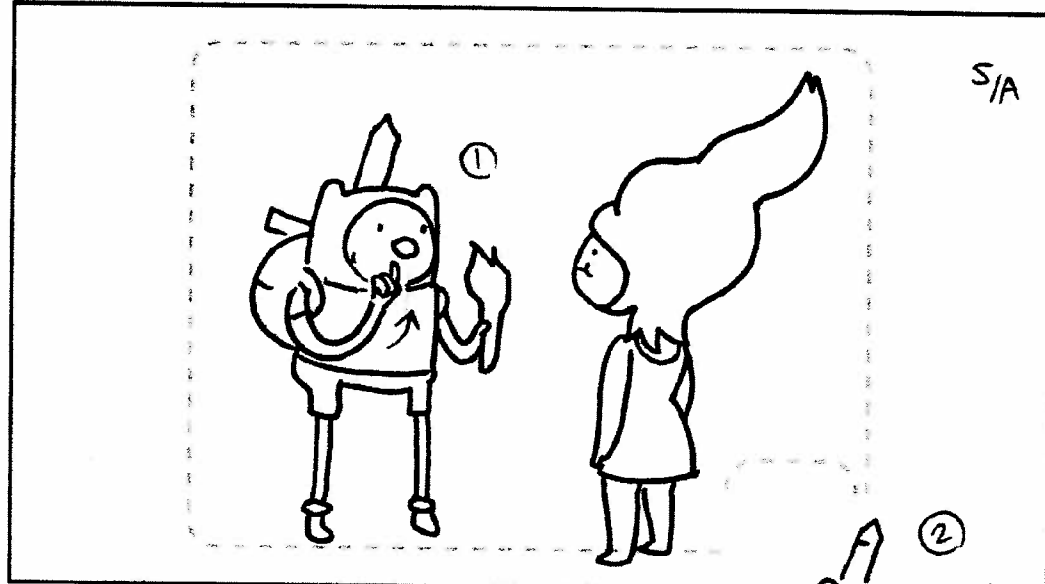
Page 78

Sc. 52

Pnl. B

Bg.

day night



Dialog:

F/ LIKE THIS.

Action:

Timing:

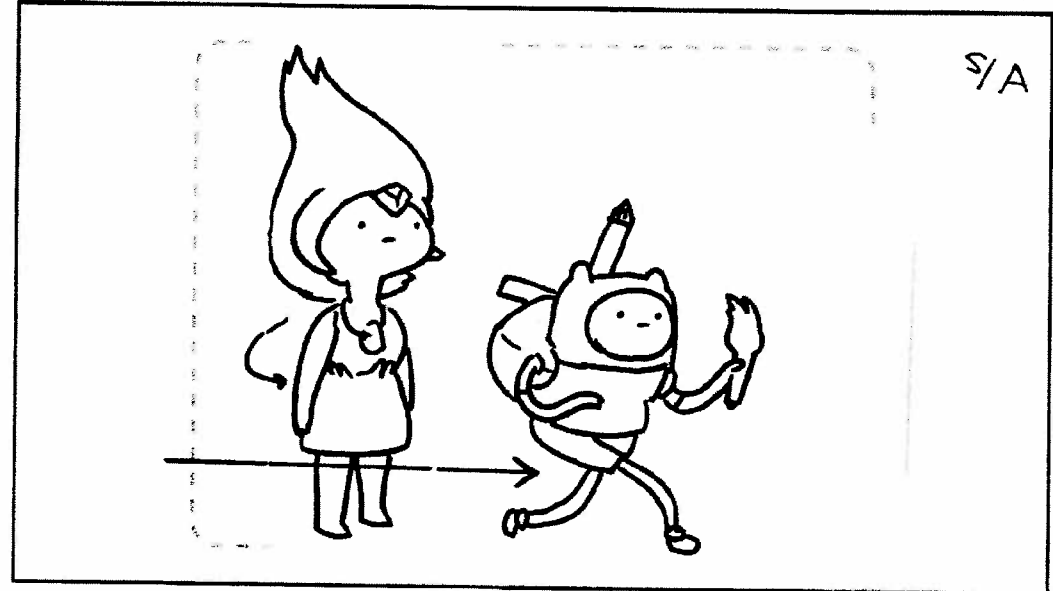


Sc. 52

Pnl. C

Bg.

day night



- Finn creeps  
past FP

- FP TURNS TO  
WATCH FINN

CAM  
ADJ W/ FINN

EPISODE # **1014-116**

Production :

ADVENTURE TIME

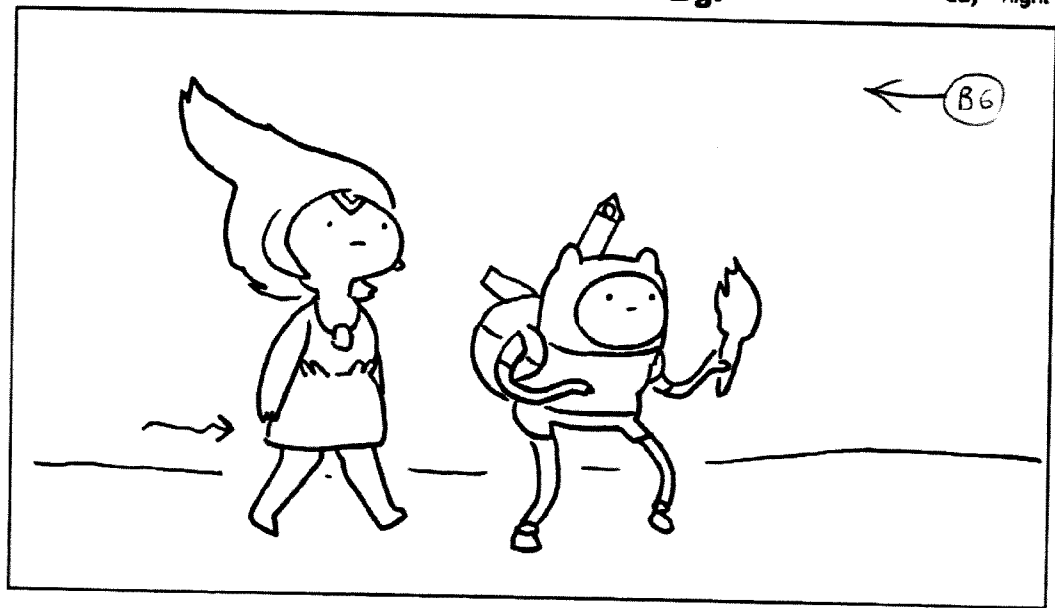


Sc. 52

Pnl. D

Bg.

day night

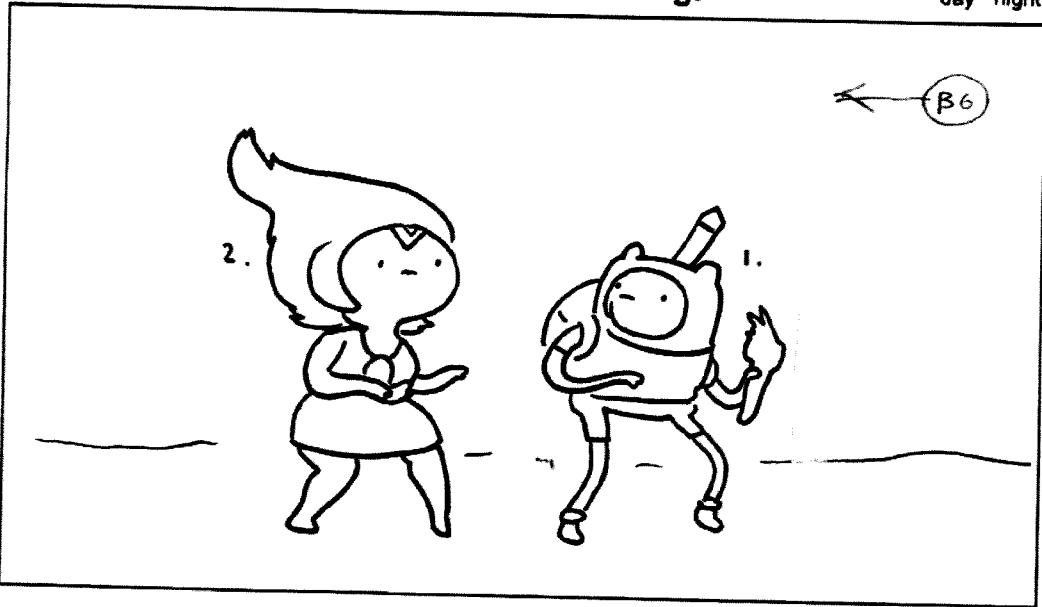


Sc. 52

Pnl. E

Bg.

day night

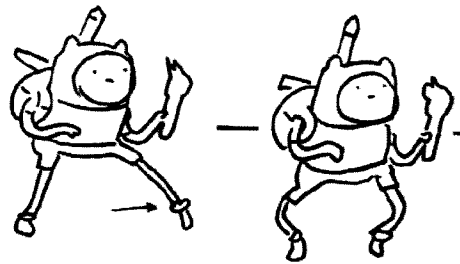


Dialog:

Action:

FP follows.  
walking  
normally

BG



Finn side  
shuffles for couple steps

F turns to  
FP and she  
quickly mimics  
him.

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



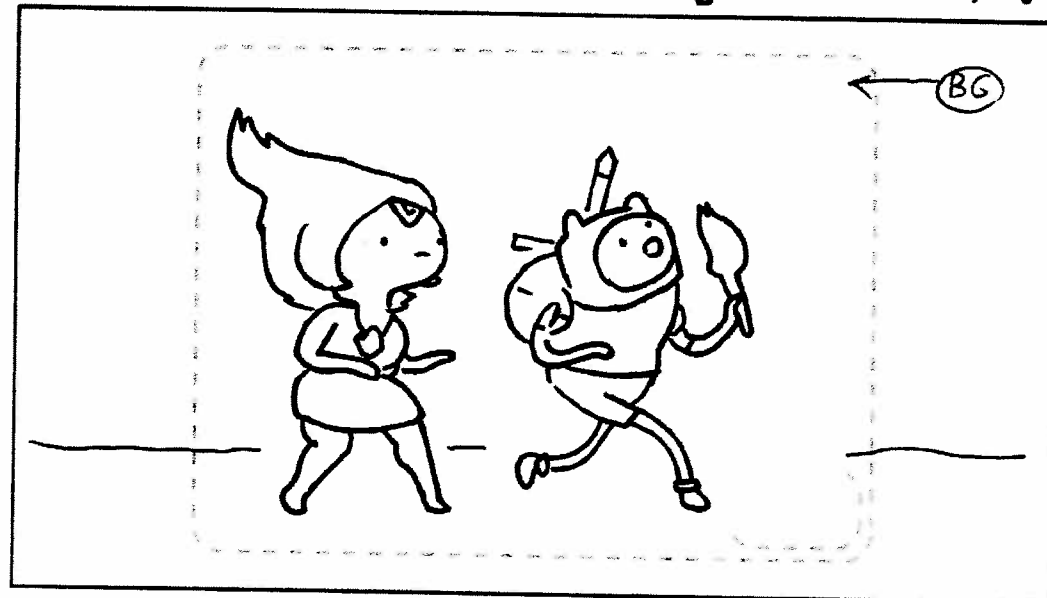
Page 109

Sc. 52

Pnl. F

Bg.

day night

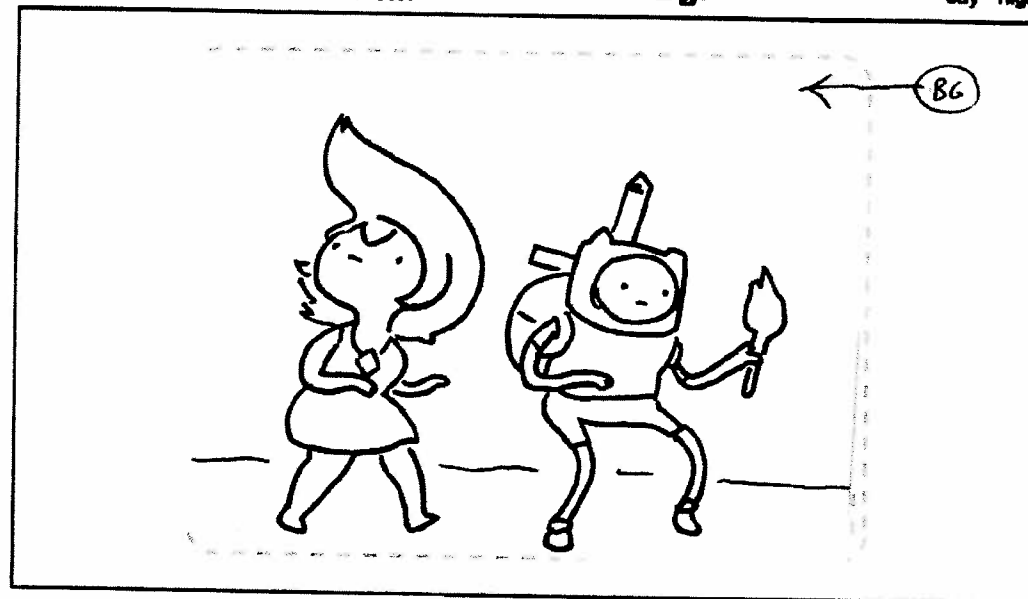


Sc. 52

Pnl. G

Bg.

day night

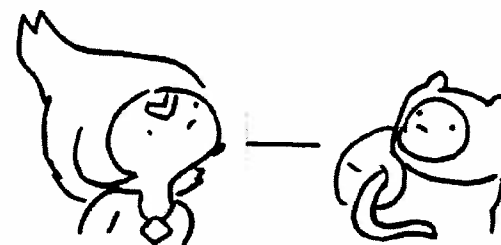


Dialog:

F / AND YOU GOTTA  
LOOK AROUND

Action:

- F + FP  
LOOK AROUND  
AS THEY  
SNEAKS



Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



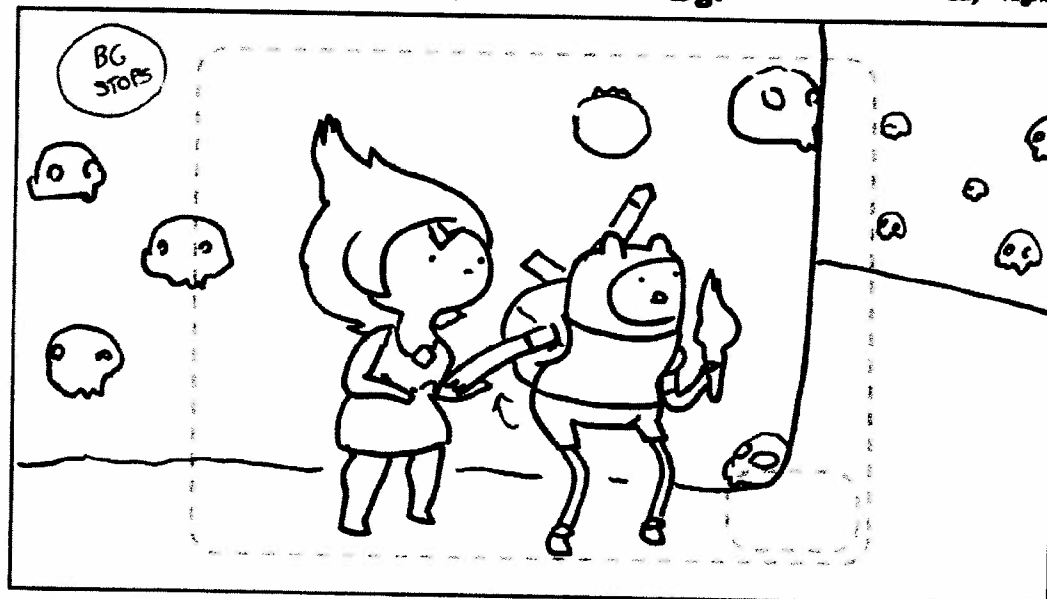
Page 101

Sc. 52

Pnl. H

Bg.

day night

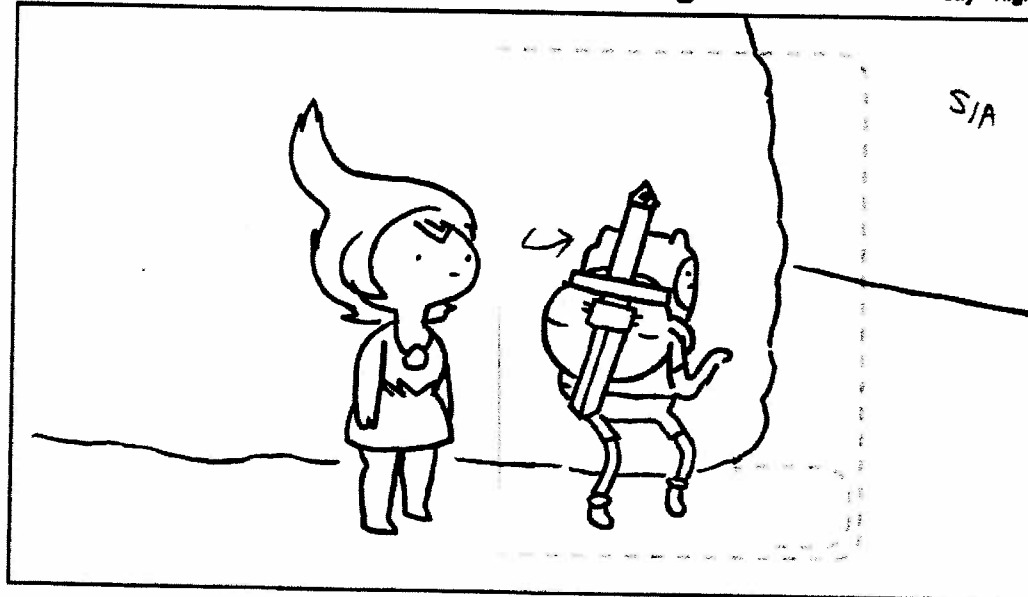


Sc. 52

Pnl. I

Bg.

day night



Dialog:

F/ tan tah tah

Action:

- FINN STOPS SHORT NEXT TO TURN IN CORRIDOR.

- FINN CREEPS OVER TO CORNER

Timing:

EPISODE # 1014-116

Production :



# ADVENTURE TIME



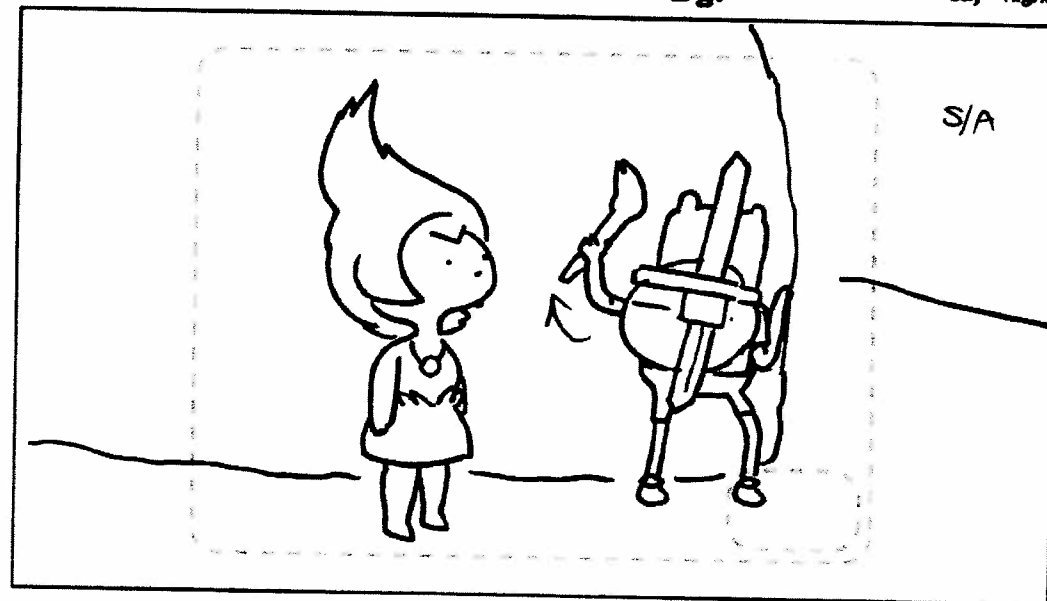
Page 102

Sc. 52

Pnl. J

Bg.

day night

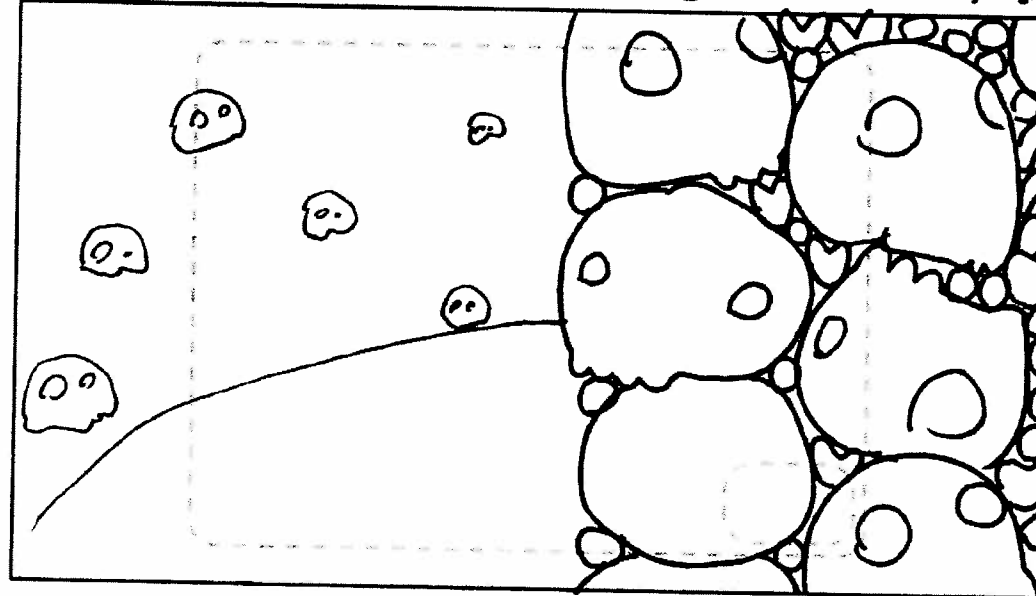


Sc. 53

Pnl. A

Bg.

day night



Dialog:

Action: -FINN FLATENS AGAINST WALL.

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



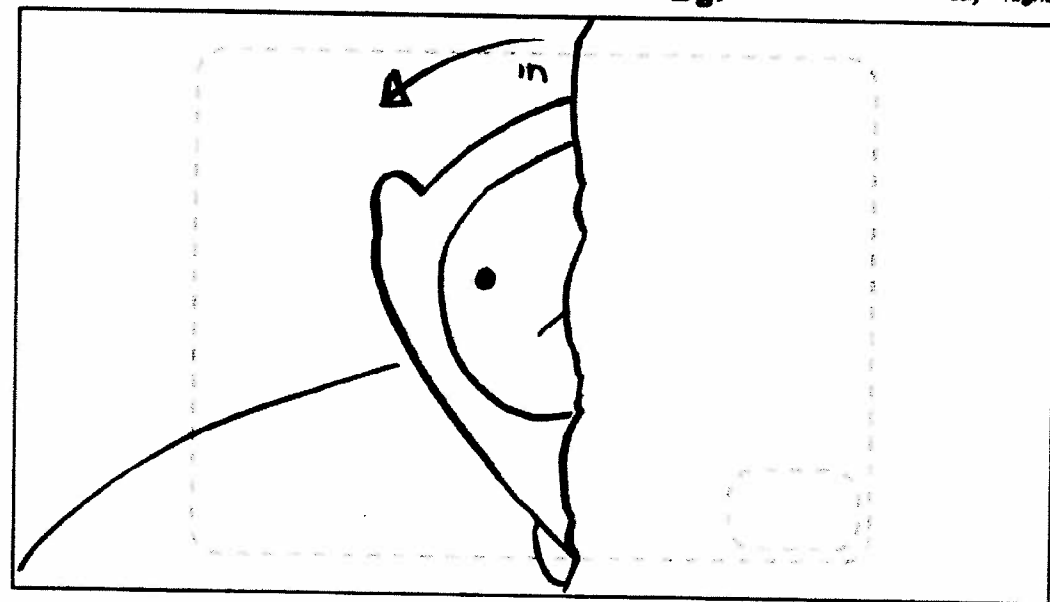
Page 103

Sc. 53

Pnl. B

Bg.

day night



Dialog:

Action:

-FINN SLOWLY LEANS AROUND CORNER.

Timing:

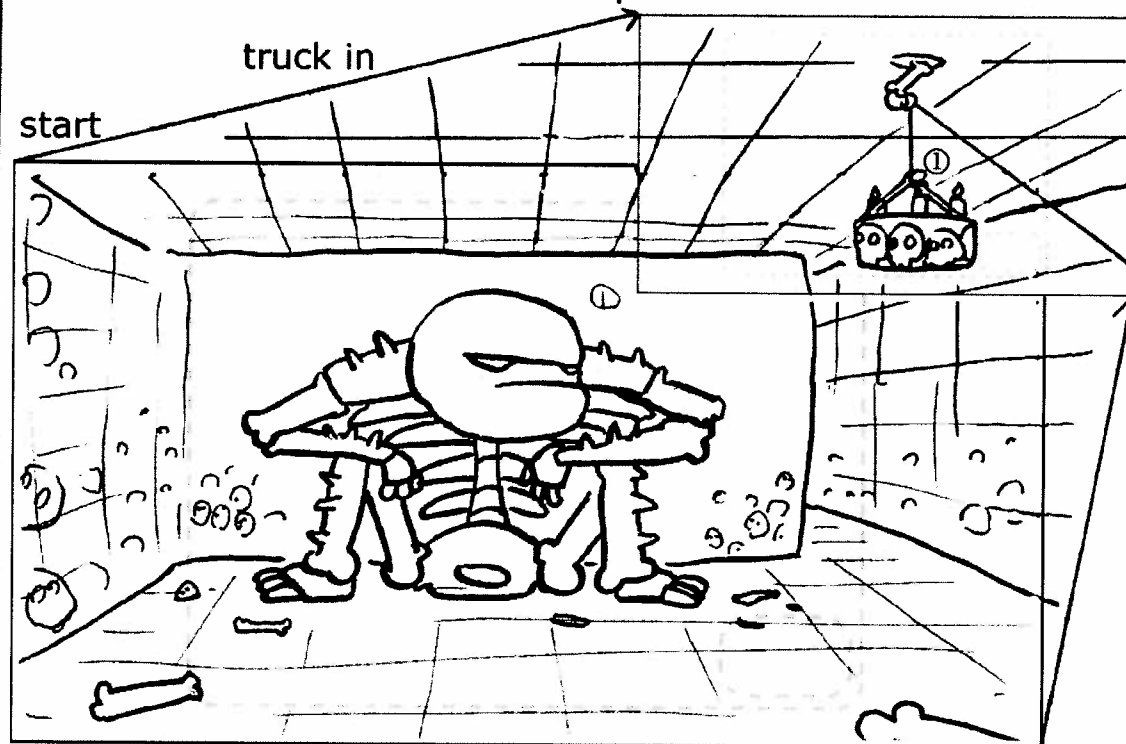
Sc. 54

Pnl. A

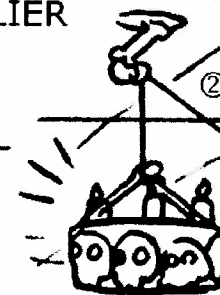
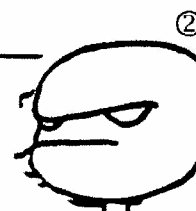
stop

Bg.

day night



-TRUCK IN ON CHANDELIER

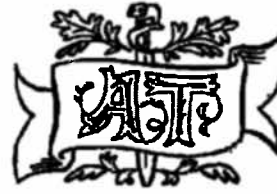


- BIG BONES  
SITS,  
looking back  
and forth,  
slowly

EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 104

Sc. 54

Pnl. B

Bg.

day night

start

PAN

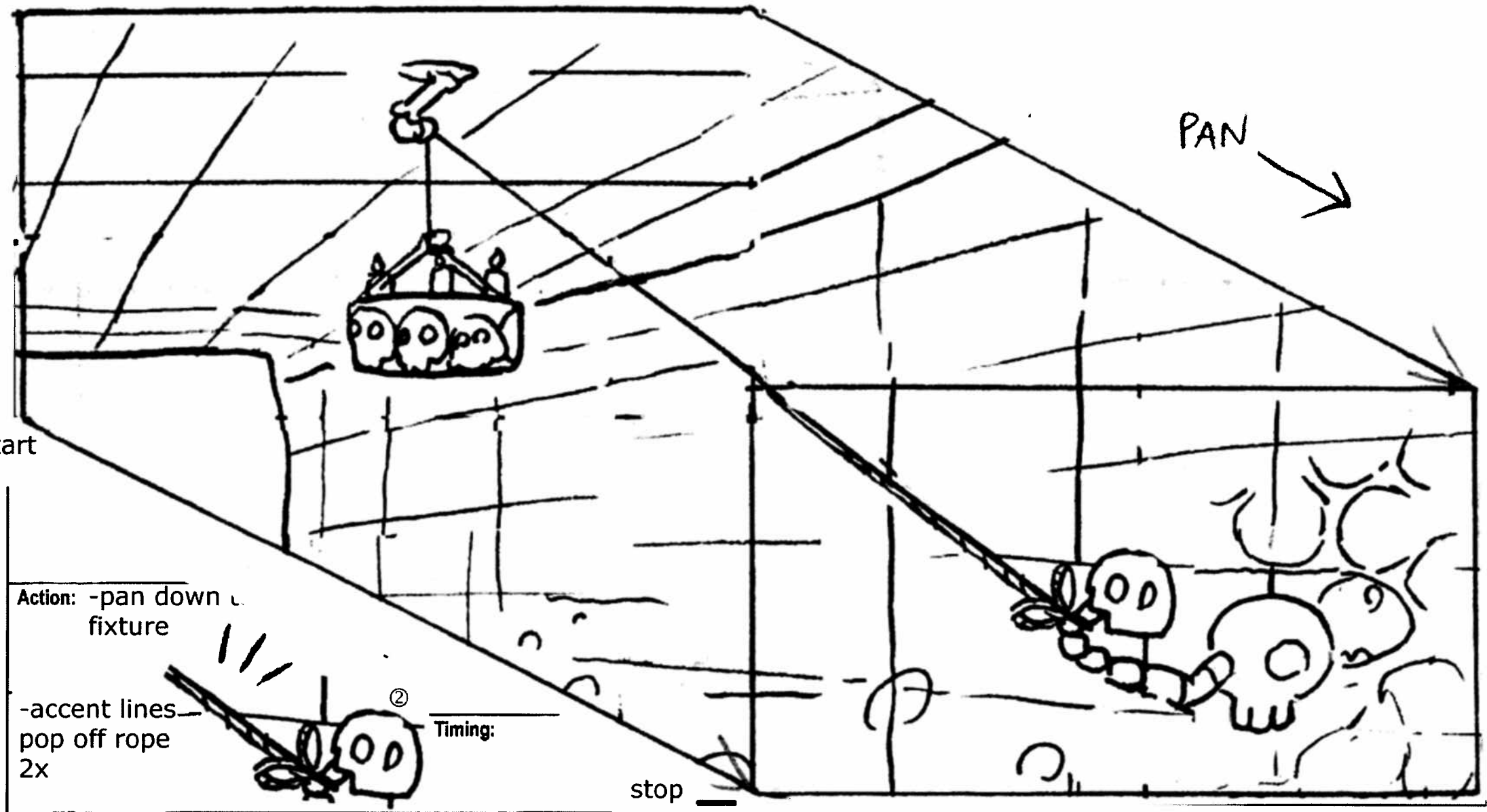


Action: -pan down  
fixture

-accent lines—  
pop off rope  
2x

Timing:

stop



EPISODE # 1014-116

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# ADVENTURE TIME



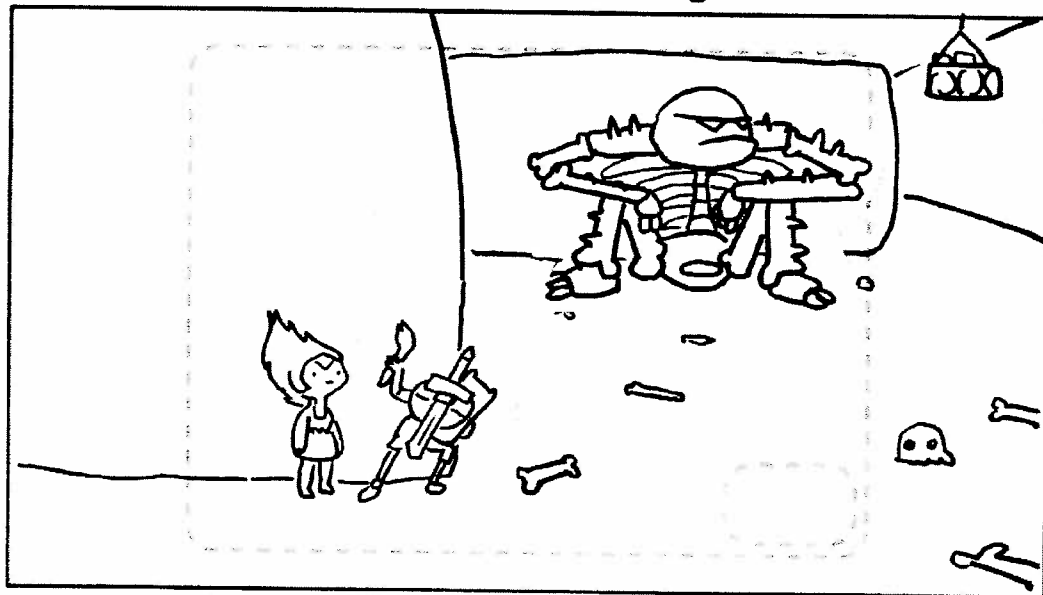
Page 105

Sc. 55

Pnl. A

Bg.

day night

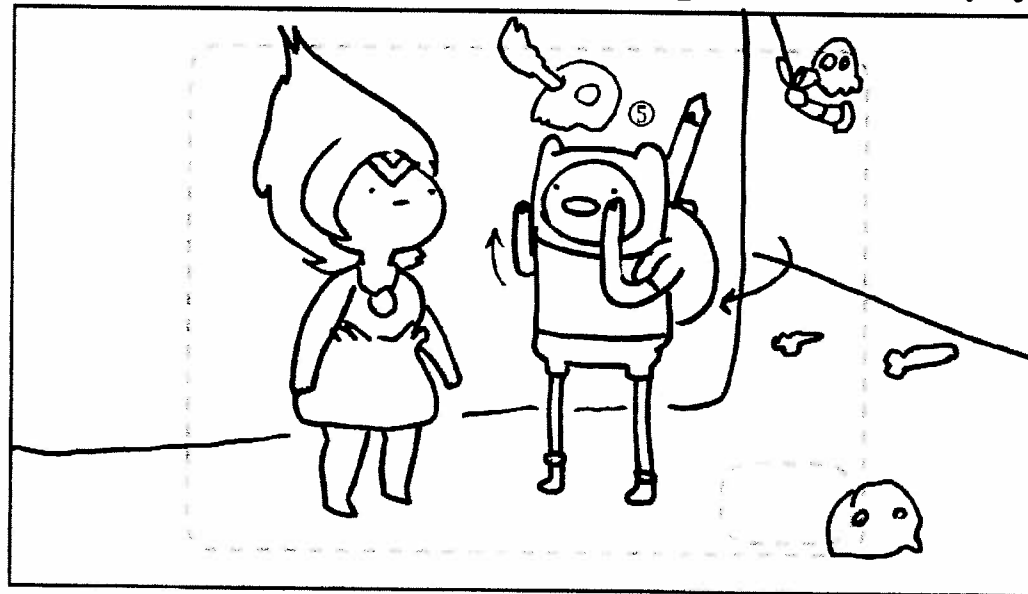


Sc. 56

Pnl. A

Bg.

day night



EPISODE # 1014-116

Dialog:

(whispering over next 15 lines)

F/ OK, THIS GUY'S TOO BIG TO  
INTIMIDATE, BUT I HAVE A PLAN.

Action:



-Finn jams torch  
into skull

-FINN TURNS TO FP.

Timing:



ADVENTURE TIME

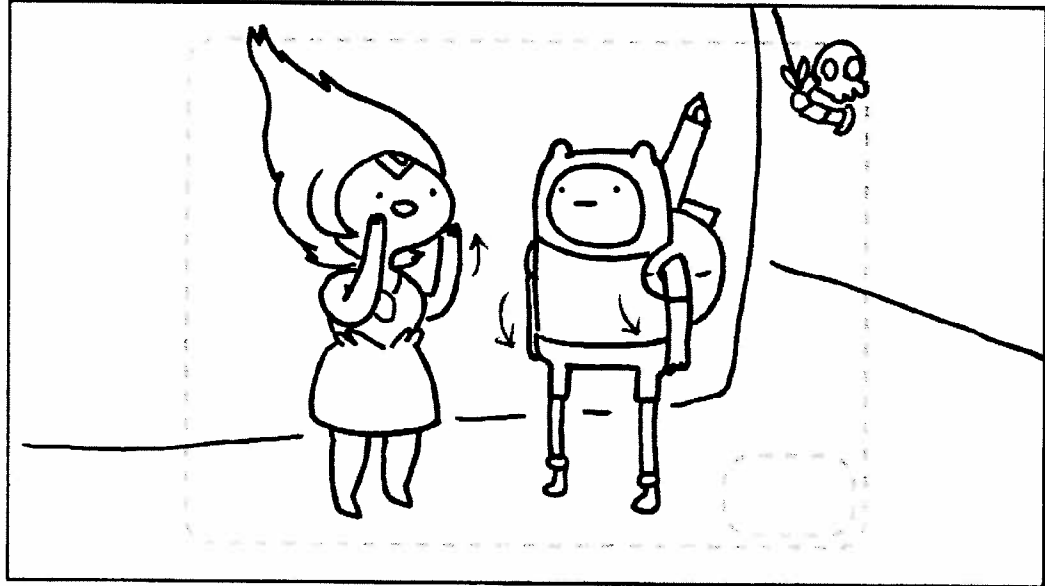


Sc. 56

Pnl. B

Bg.

day night

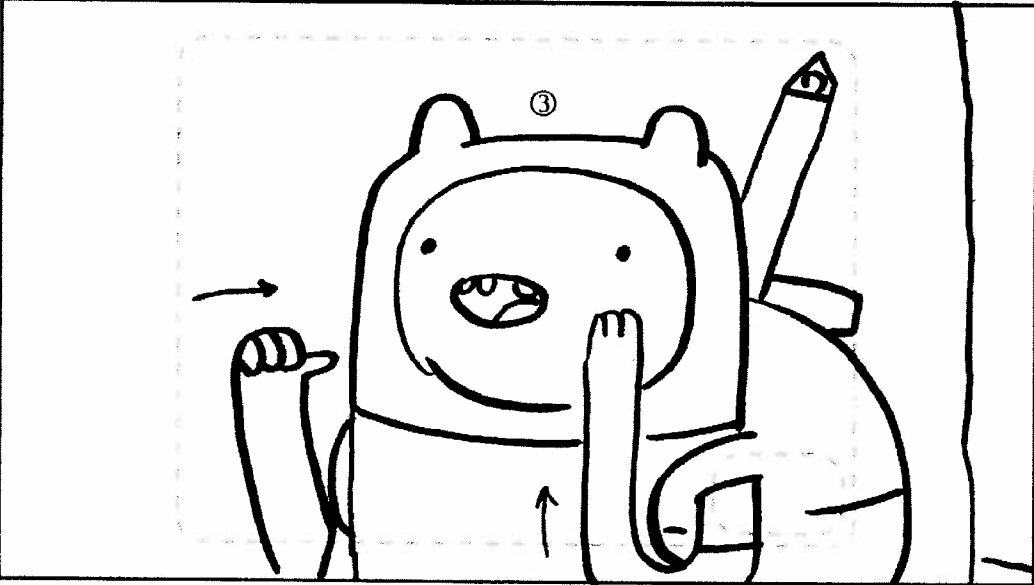


Sc. 57

Pnl. A

Bg.

day night



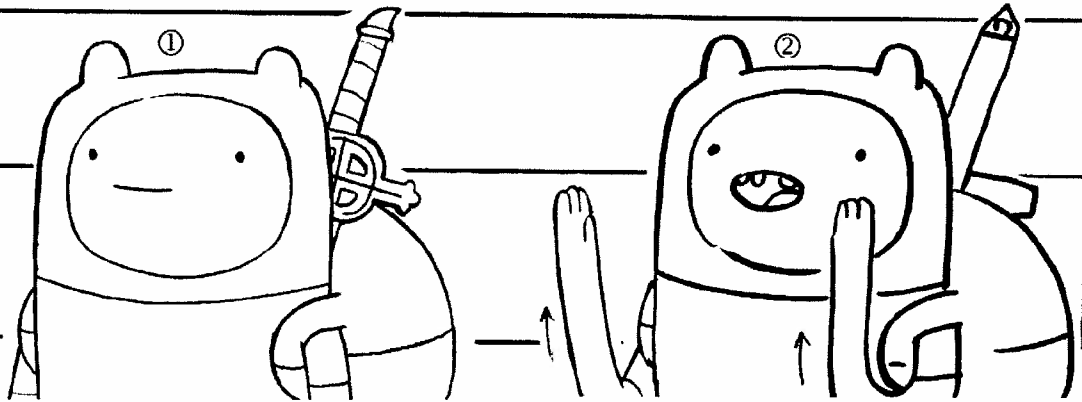
Dialog:

FP / ALREADY?

F / FIRST YOU SHOOT SOME  
FIRE AT THAT ROPE ...

Action:

Timing:



EPISODE # 1014-116

Production :

# ADVENTURE TIME



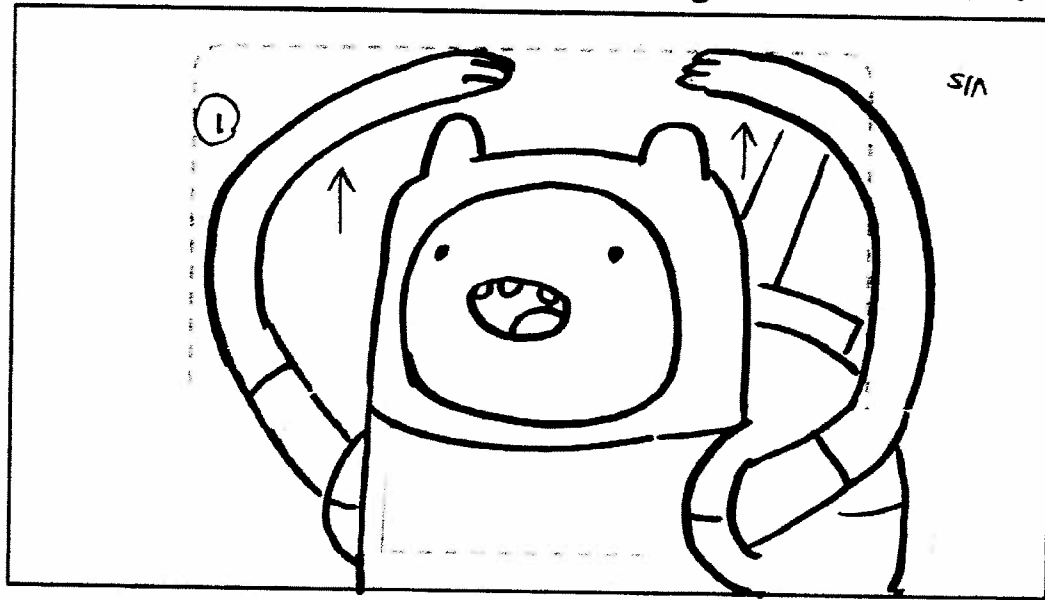
Page 107

Sc. 57

Pnl. B

Bg.

day night

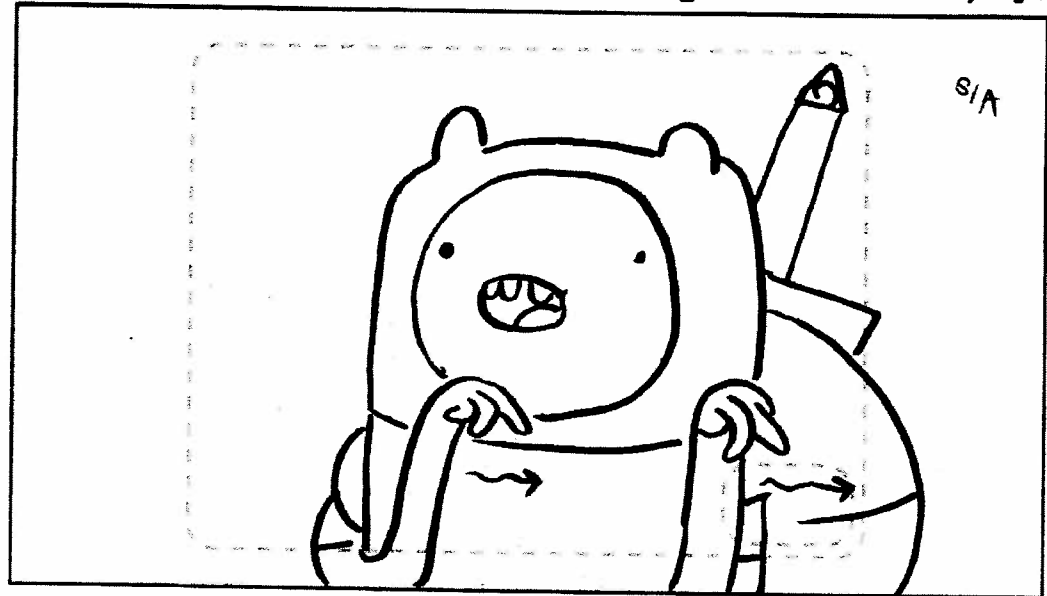


Sc. 57

Pnl. C

Bg.

day night

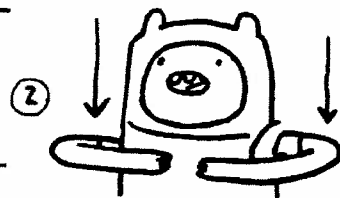


Dialog:

1.  
F/ THE CHANDELIER FALLS,  
2. DISTRACTS THE  
MONSTER

F/ WE RUN IN

Action:



Timing:

EPISODE# 1014-116

Production :

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# ADVENTURE TIME



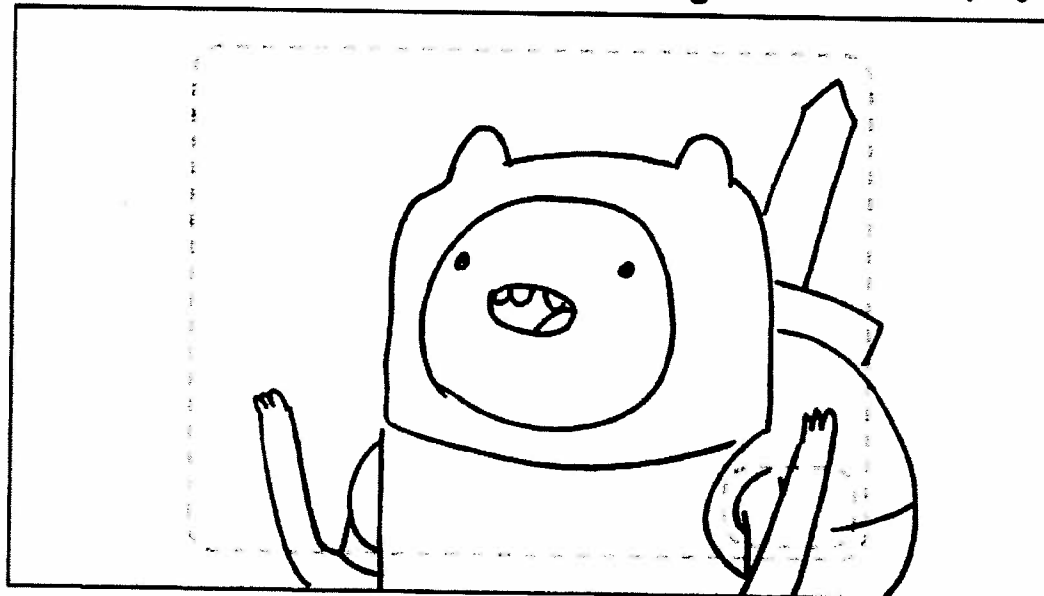
Page 108

Sc. 57

Pnl. D

Bg.

day night

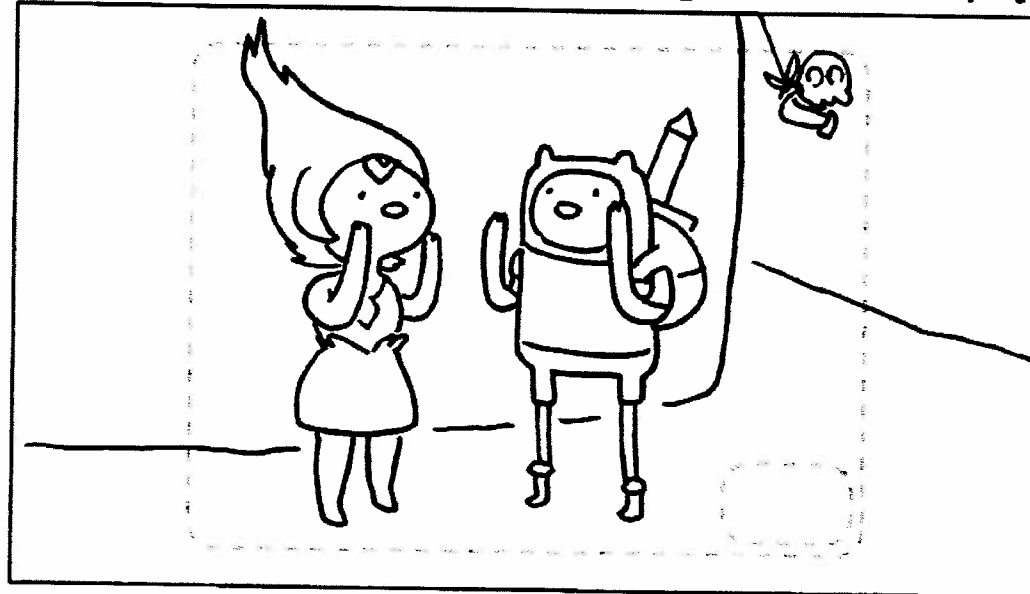


Sc. 58

Pnl. A

Bg.

day night



Dialog:

F/ ELEMENT OF SURPRISE .

FP/ <sup>(0/5)</sup> WOW!

F/ YOU READY?  
FP/ YEAH.

Action:

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



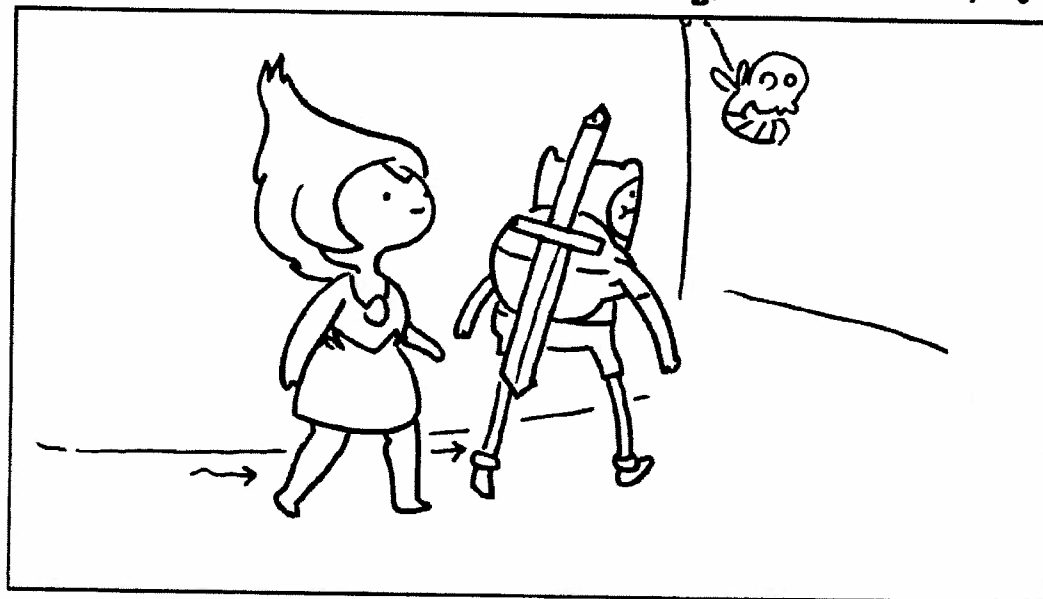
Page 109

Sc. 58

Pnl. B

Bg.

day night

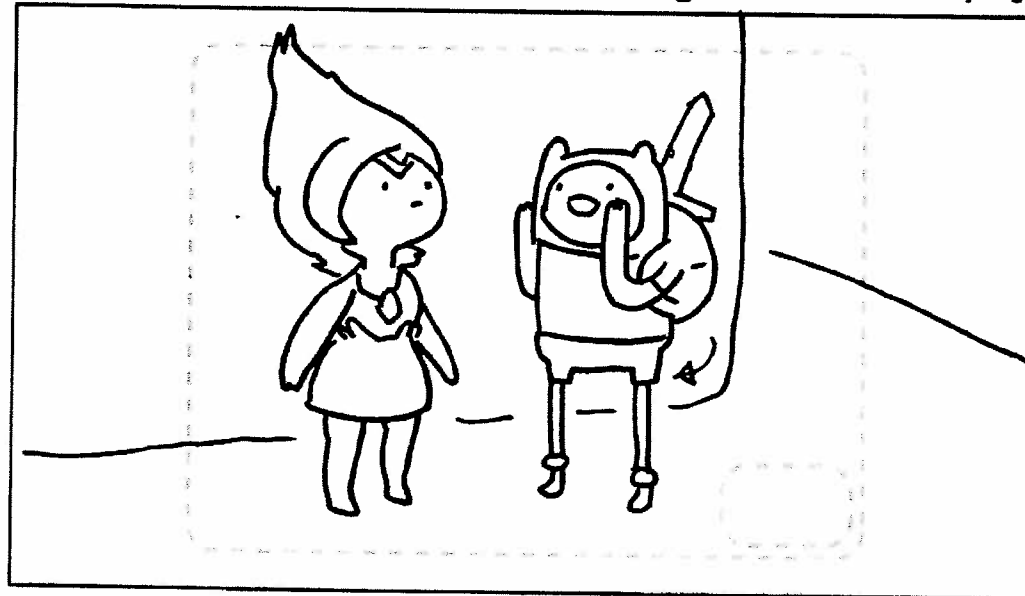


Sc. 58

Pnl. C

Bg.

day night



Dialog:

F/ BEFORE WE GO IN, HOW GOOD ARE YOU AT QUIETLY THROWING A TINY BIT OF FIRE?

Action:

They start  
to  
sneak

cam  
adj →

← adj  
back

Timing:

EPISODE # 1014-116

Production :



# ADVENTURE TIME



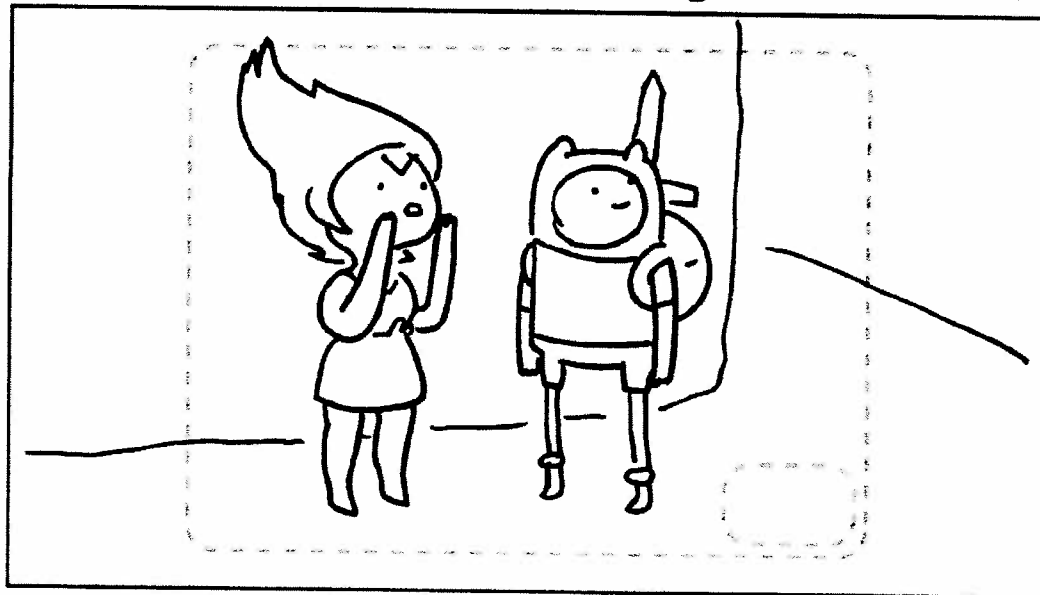
Page 110

Sc. 58

Pnl. D

Bg.

day night

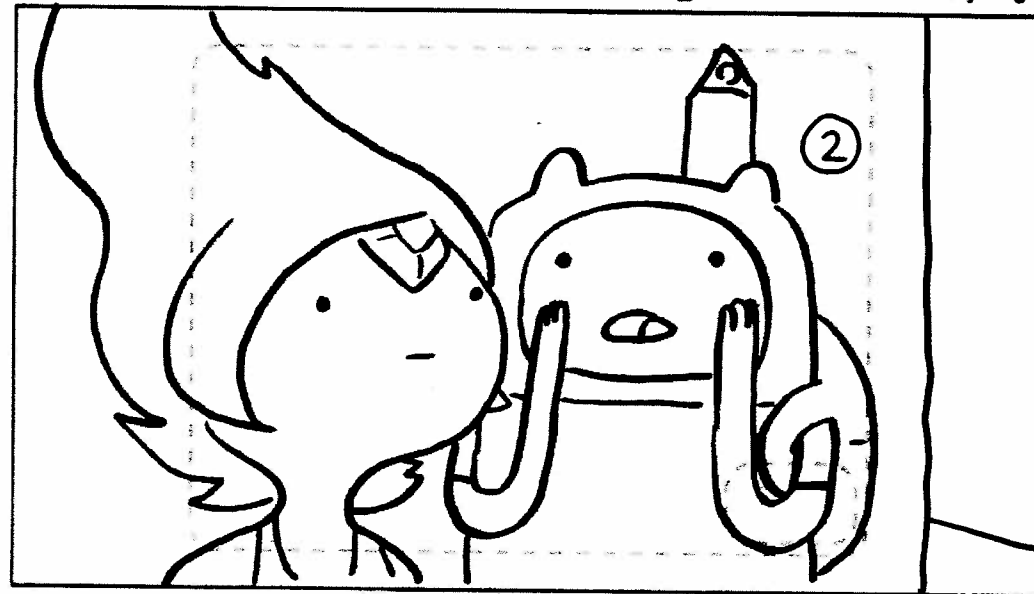


Sc. 59

Pnl. A

Bg.

day night



EPISODE # 1014-116

Dialog:

FP / AH, WHAT?

Action:

Timing:



FP / LIKE ON A SCALE OF 1-100,  
HOW GOOD ARE YOU AT QUIETLY  
THROWING A TINY BIT OF FIRE  
AT A ROPE 50 FEET AWAY.

Production :

# ADVENTURE TIME



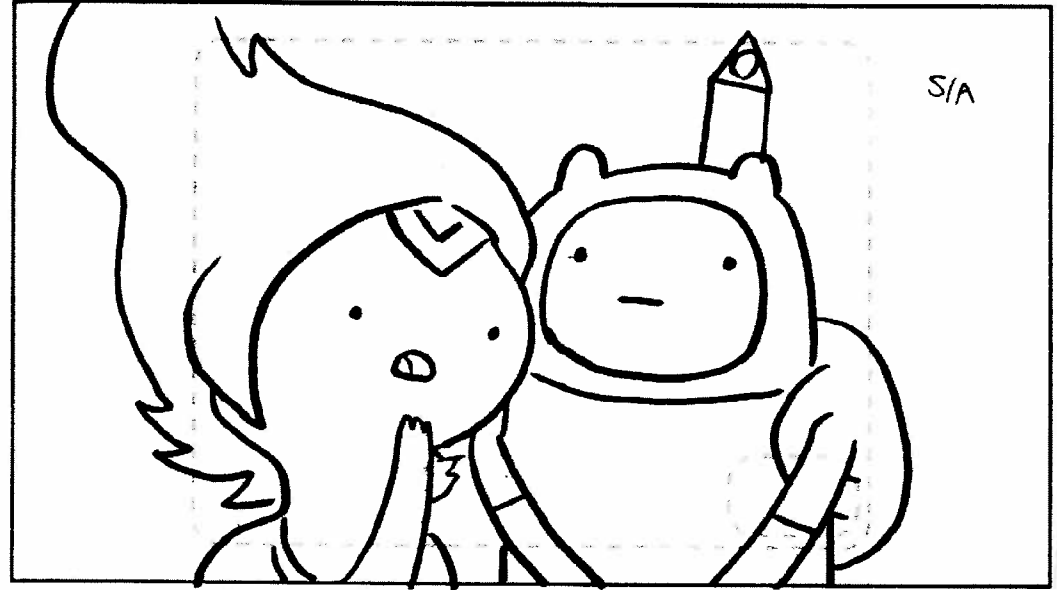
Page 111

Sc. 59

Pnl. B

Bg.

day night

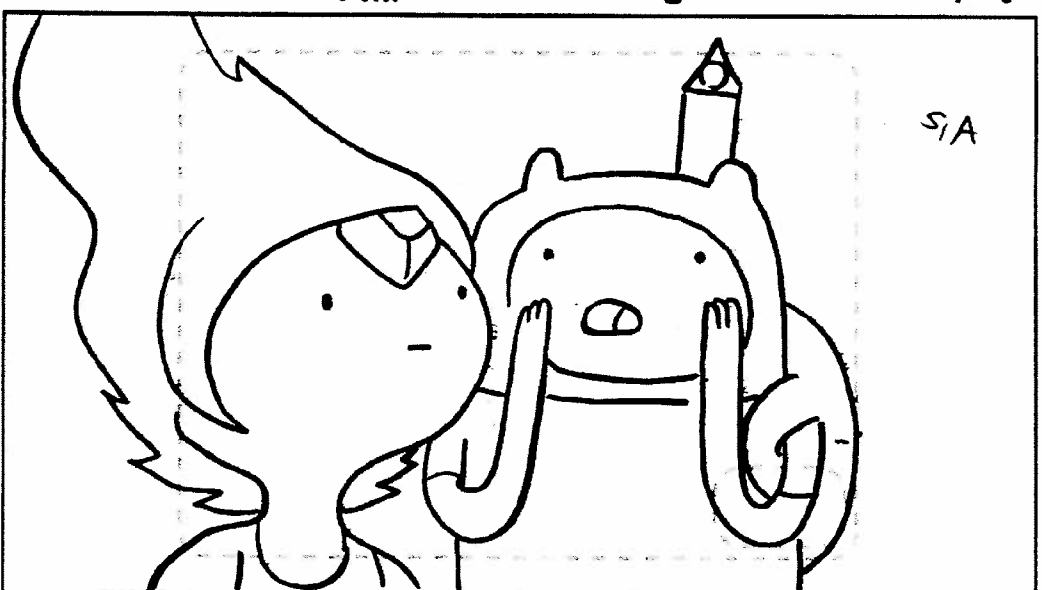


Sc. 59

Pnl. C

Bg.

day night



Dialog:

FP / UH...

F / SCALE OF 1 - 100 .

Action:

Timing:

EPISODE # 1014-116

Production :

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# ADVENTURE TIME



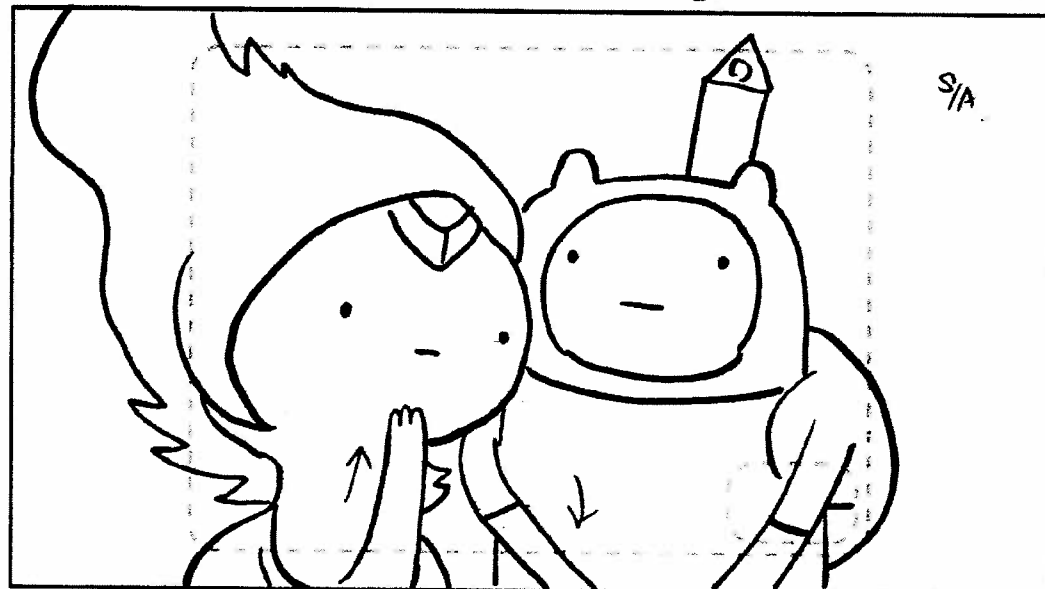
Page 112

Sc. 59

Pnl. D

Bg.

day night

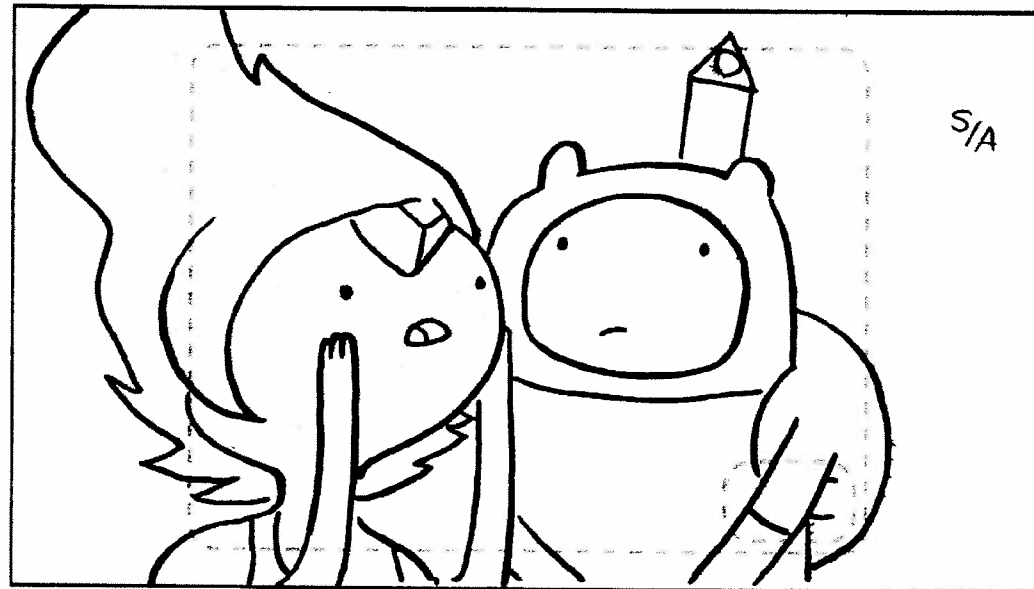


Sc. 59

Pnl. E

Bg.

day night



Dialog:

FP/ 42 ?

Action:

(thinking)

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME

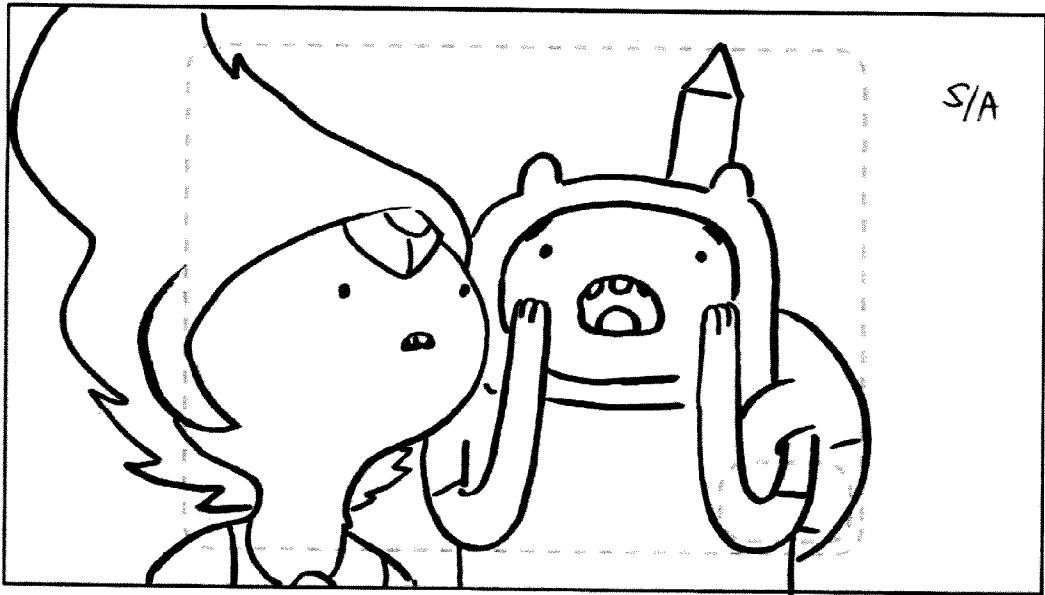


Sc. 59

Pnl. F

Bg.

day night

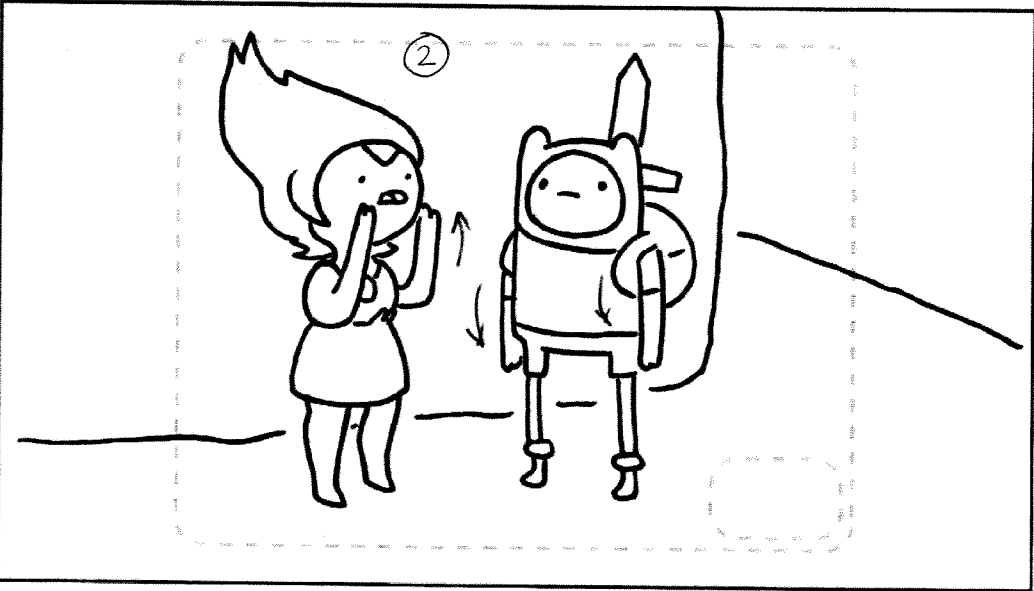


Sc. 60

Pnl. A

Bg.

day night

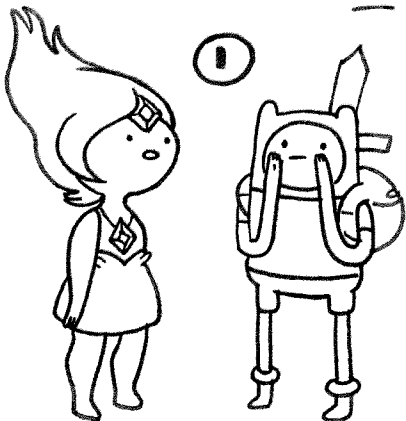


Dialog:

F / 42 ?!

Action:

Timing:



FP / WELL I DON'T KNOW, IVE NEVER RATED MYSELF !

EPISODE # 1014-116

Production :

# ADVENTURE TIME



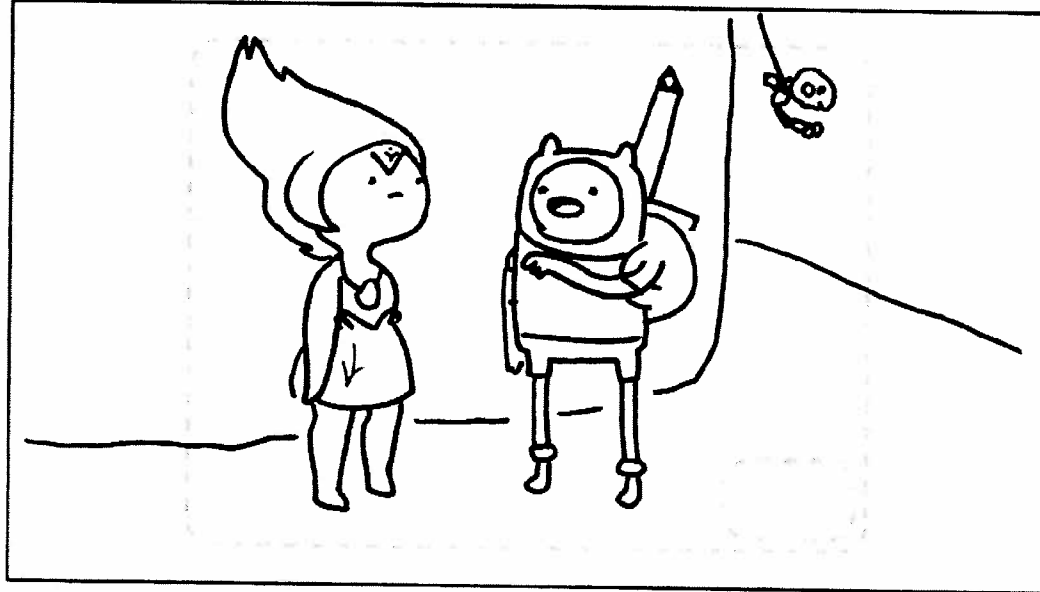
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Sc. 60

Pnl. B

Bg.

day night

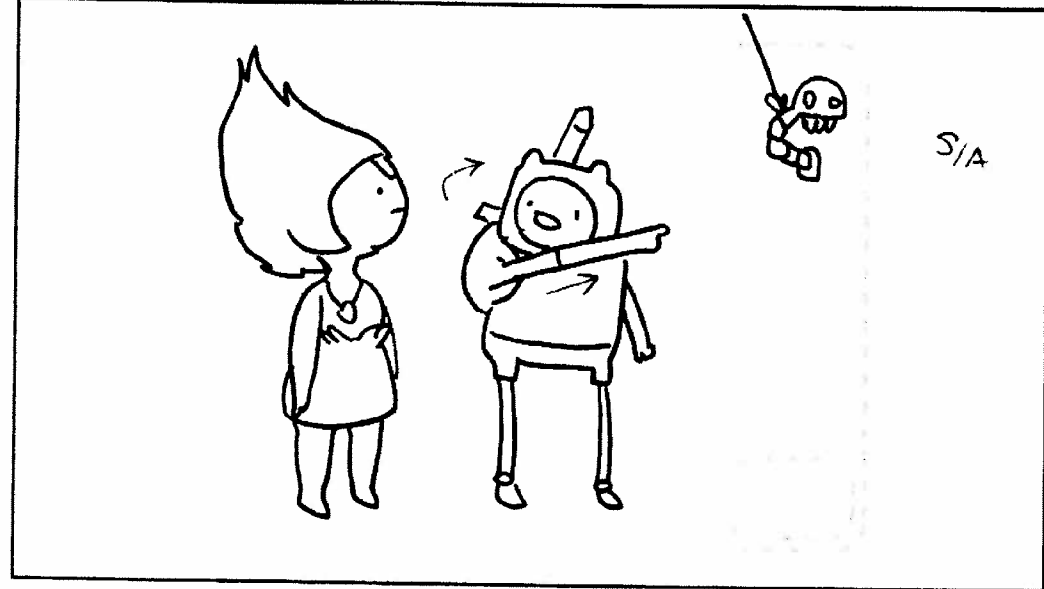


Sc. 60

Pnl. C

Bg.

day night



Dialog:

F/ NO, THAT'S COOL  
THAT'S COOL....

Action:



( Flaps his  
hand )

Timing:

F/ JUST TRY AND HIT  
THAT ROPE .

EPISODE # 1014-116

Production :

ADVENTURE TIME

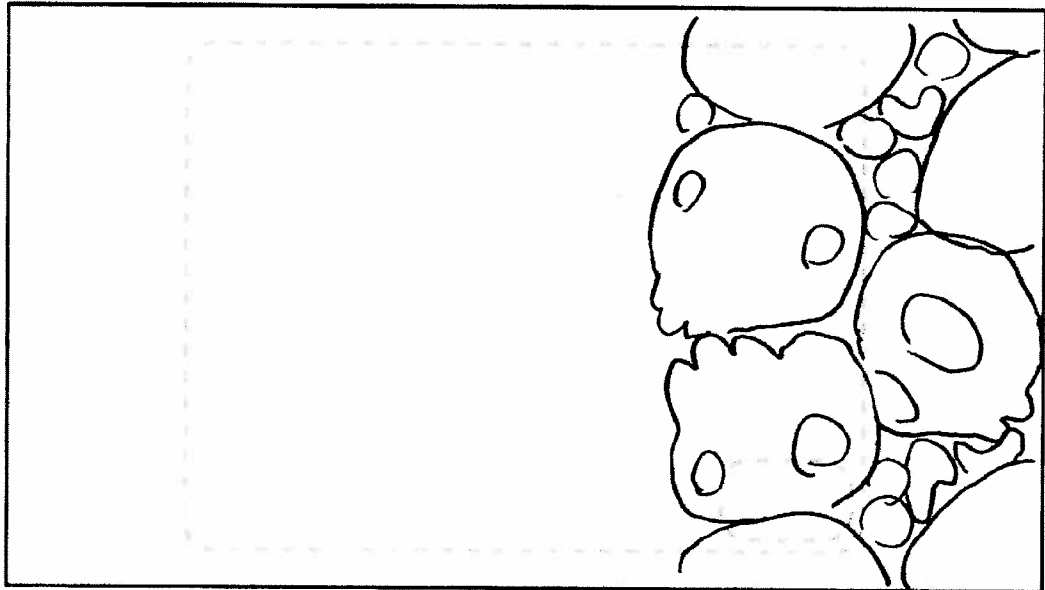


Sc. 61

Pnl. A

Bg.

day night

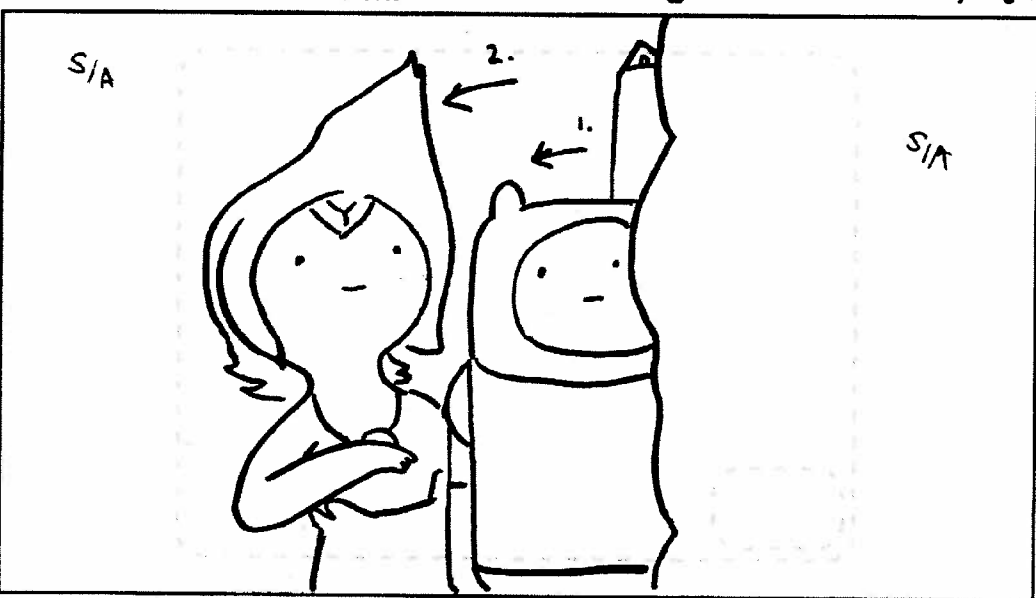


Sc. 61

Pnl. B

Bg.

day night



Dialog:

Action:

- Finn peeks around corner  
then FP.

Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME



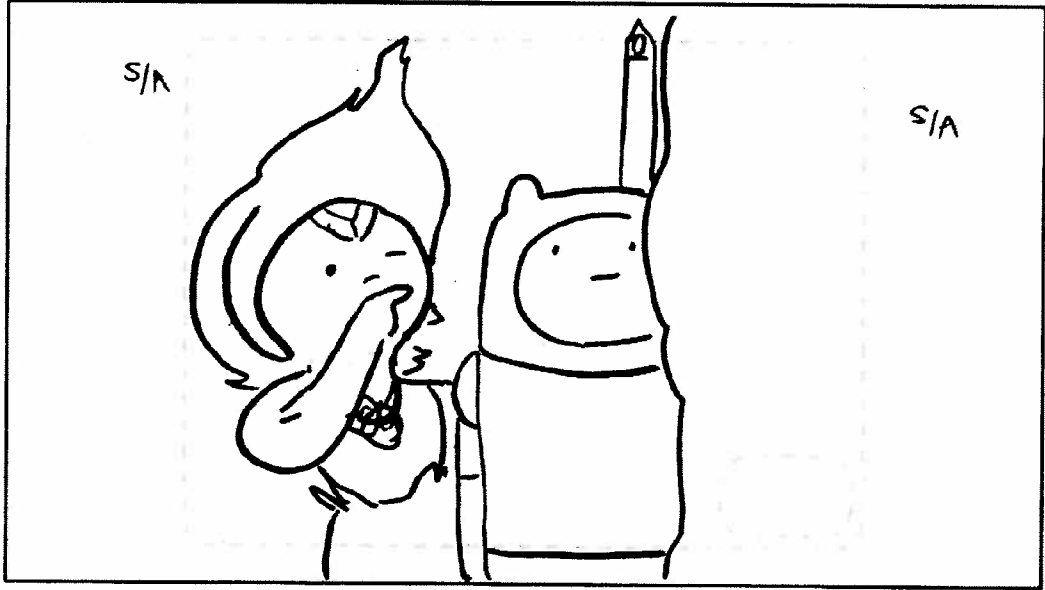
Page 116

Sc. 61

Pnl. C

Bg.

day night

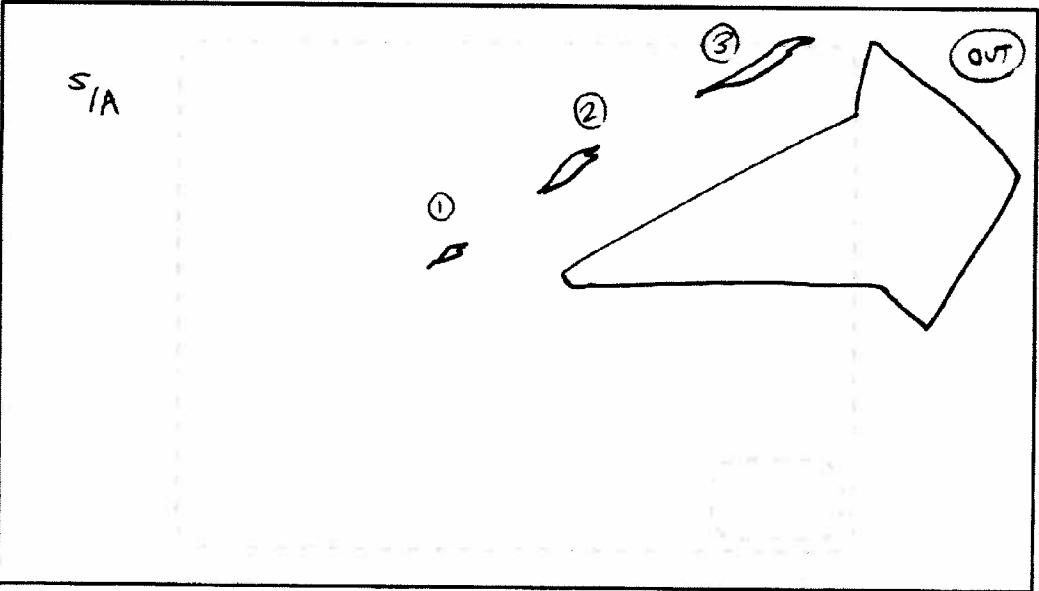


Sc. 61

Pnl. D

Bg.

day night



Dialog:

SFX / ( quiet fire fart )

Action:

-FP AIMS CAREFULLY

-TINY FLAME DART SHOOTS FROM FP'S FINGER.

Timing:

EPISODE # 1014-116

Production :

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# ADVENTURE TIME



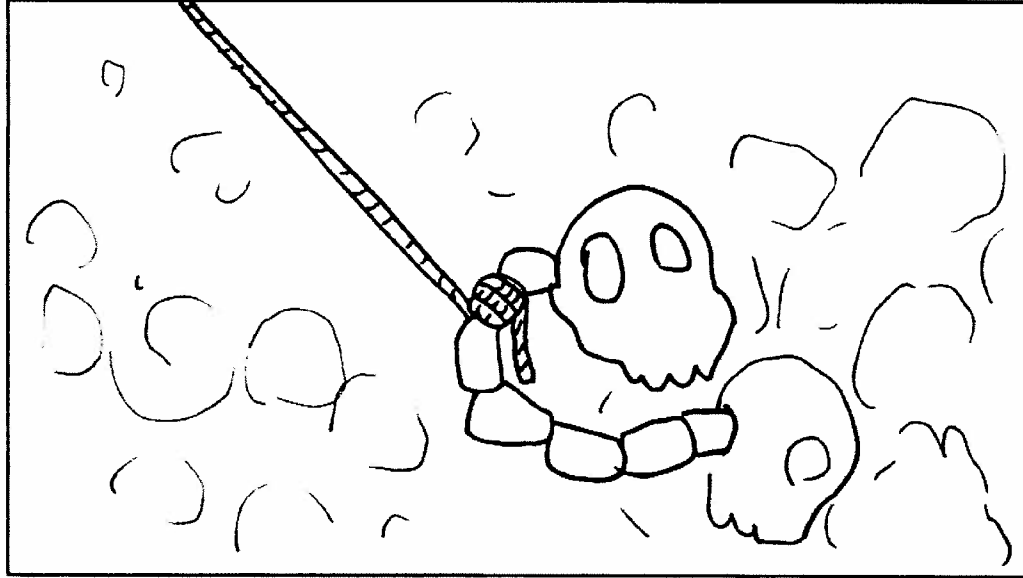
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Sc. 62

Pnl. A

Bg.

day night

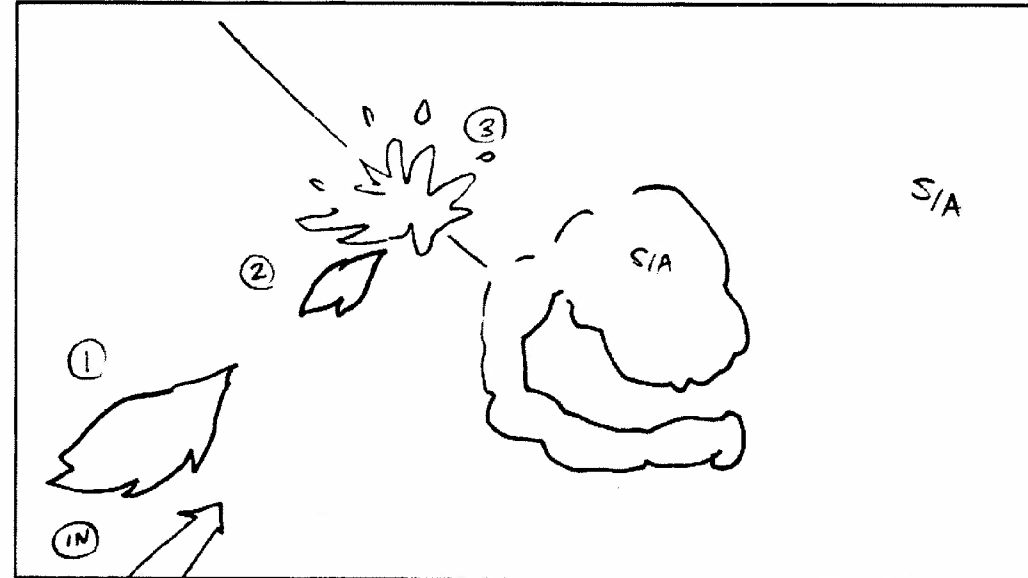


Sc. 62

Pnl. B

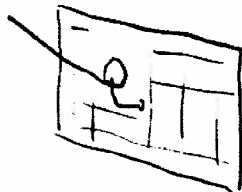
Bg.

day night



Dialog:

Action:



Skull  
Fixture  
is  
sticking  
out of  
wall

SFX: \*FSST!\*

- FLAME DART FLIES ON/S.

direct hit!

Timing:

EPISODE # 1014-116

Production :



# ADVENTURE TIME



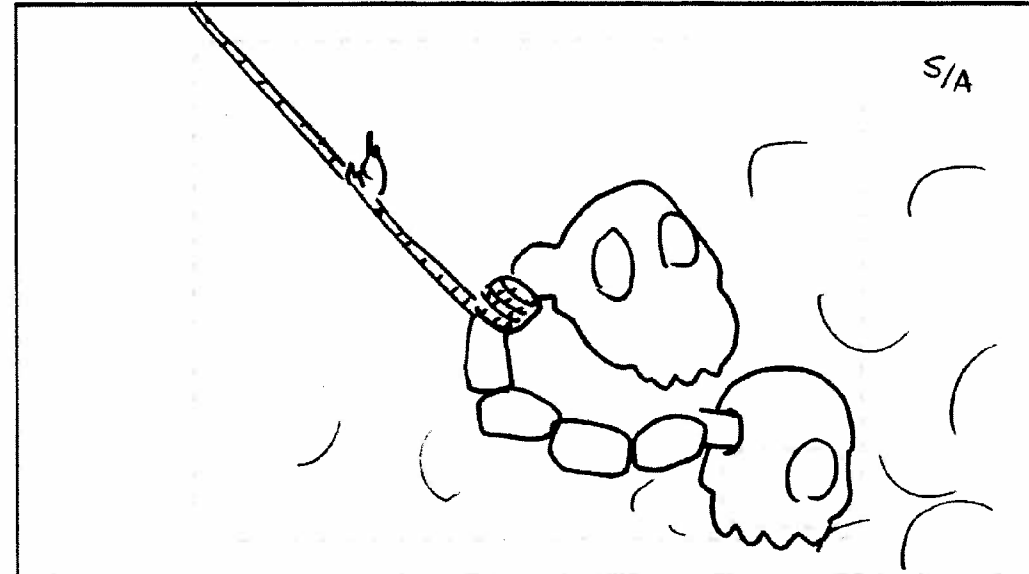
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Sc. 62

Pnl. C

Bg.

day night

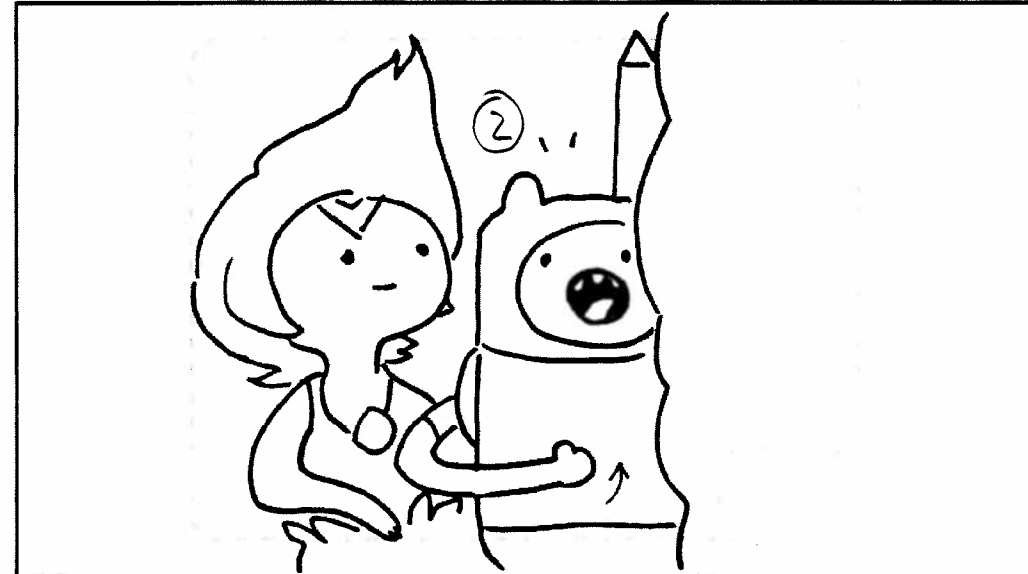


Sc. 63

Pnl. A

Bg.

day night



1014-116  
EPISODE #

Dialog:		
Action:	<p>- rope is burning</p> <p>- FINN PUMPS FIST</p>	
Timing:		

Production :

# ADVENTURE TIME



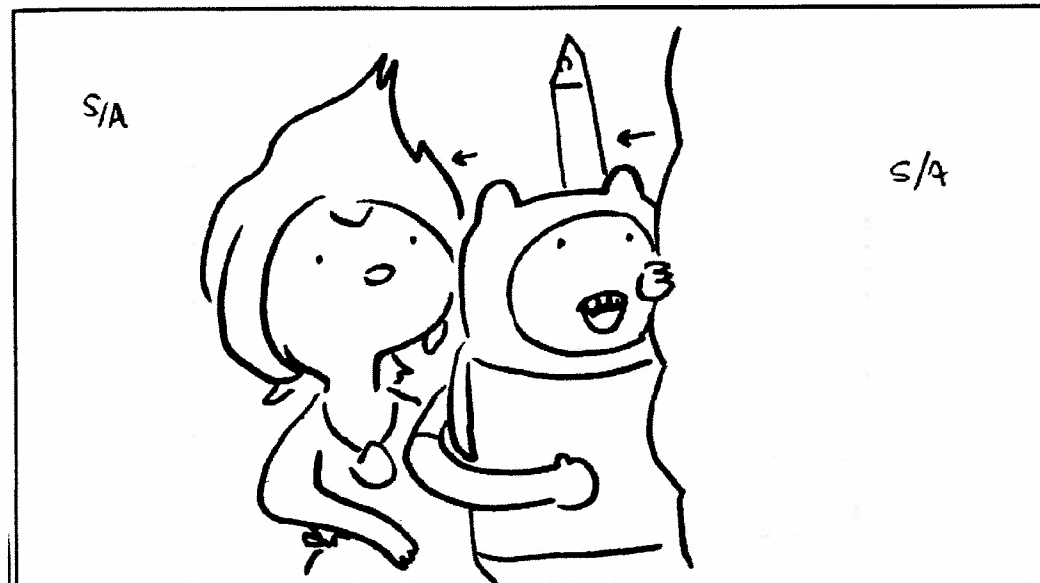
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Sc. 63

Pnl. B

Bg.

day night

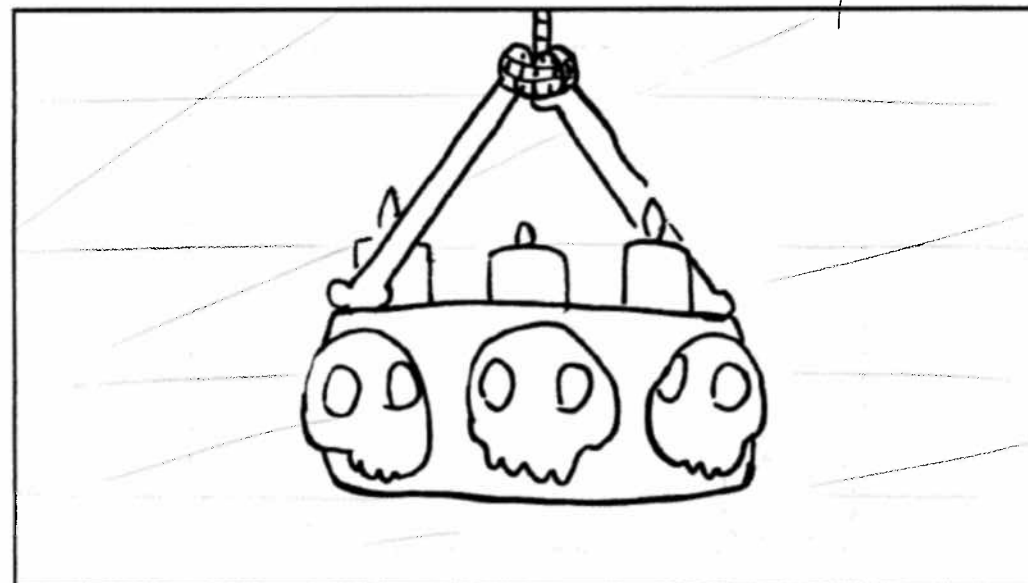


Sc. 64

Pnl. A

Bg.

day night



Dialog:

SFX: \* CREAKING \*

Action:

They both look  
up to chandelier

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



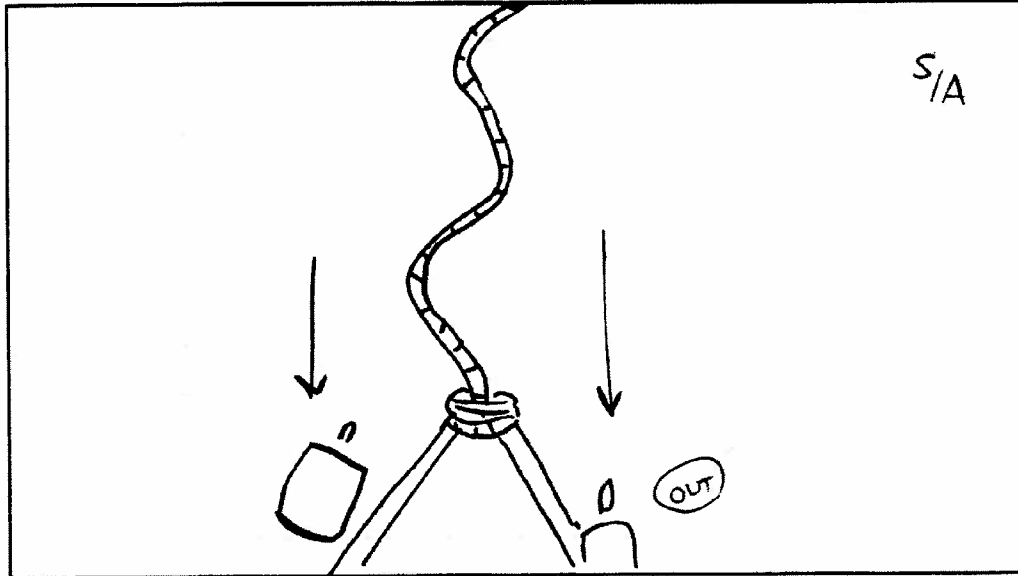
Page 120

Sc. 64

Pnl. B

Bg.

day night

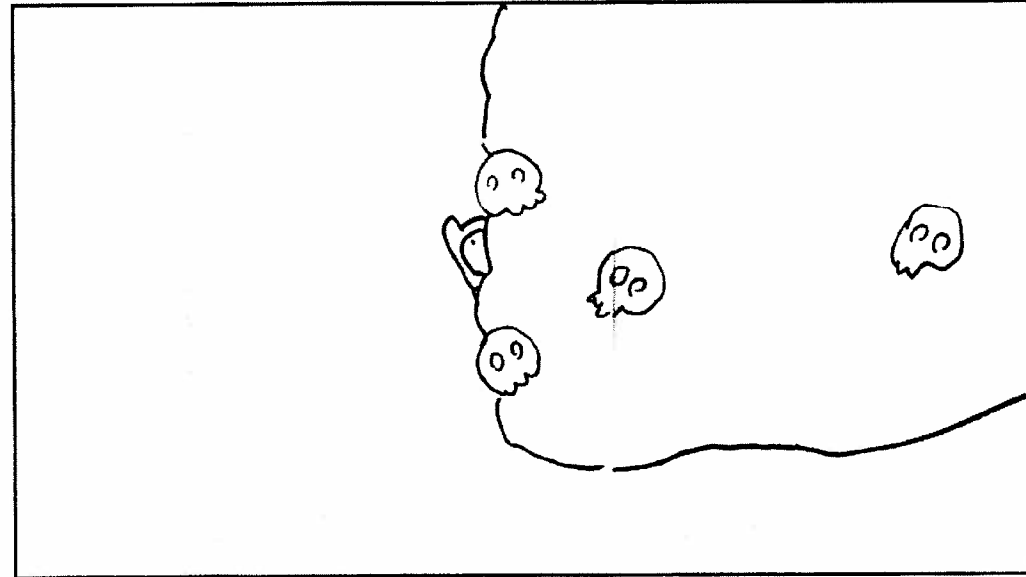


Sc. 65

Pnl. A

Bg.

day night



Dialog:

SFX: \* SNAP \*

SFX < CRASH! >

Action:

-CHANDELIER FALLS OFF/S.

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



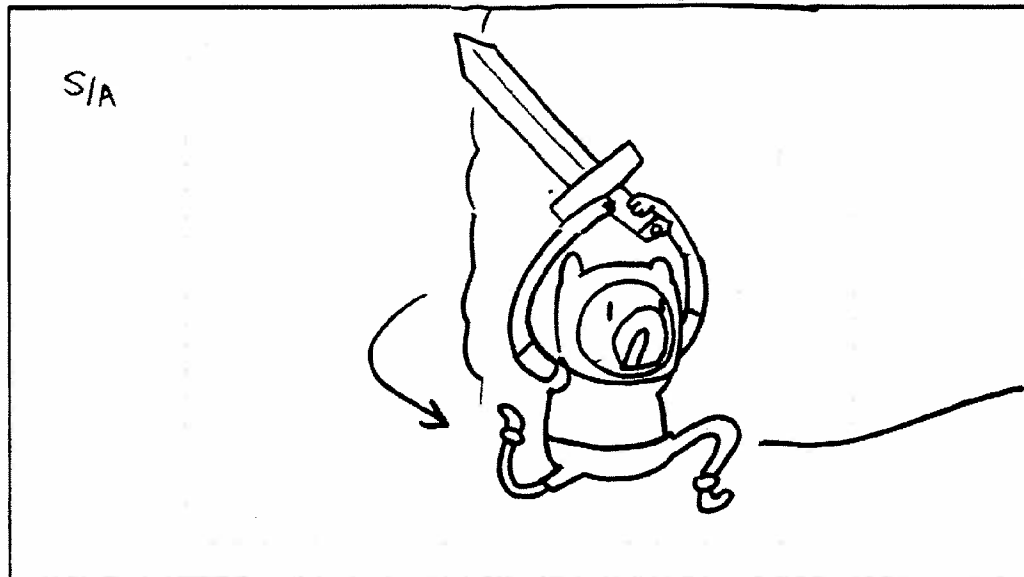
Page 121

Sc. 65

Pnl. B

Pg

day night



Sc. 65

Pnl. C

Bg.

day night



Dialog:

F / RAHR!

FP / RAHR!

F / RAHRR!

Action:

- FINN RUNS OUT FROM BEHIND CORNER  
BRANDISHING SWORD.

- FP RUNS AROUND CORNER

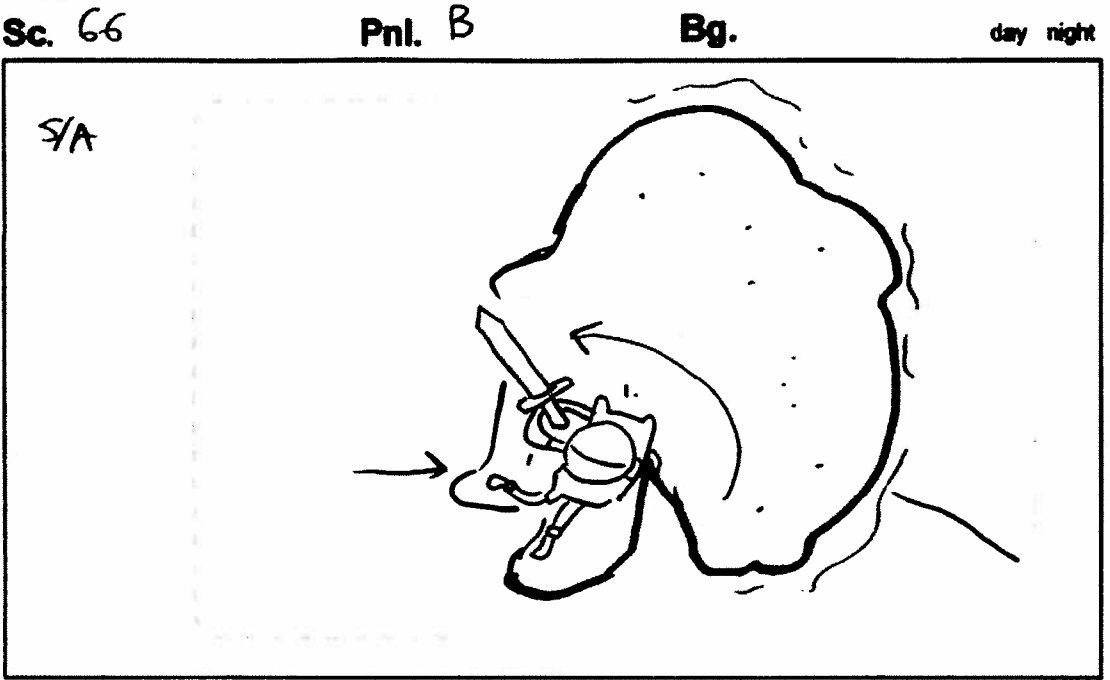
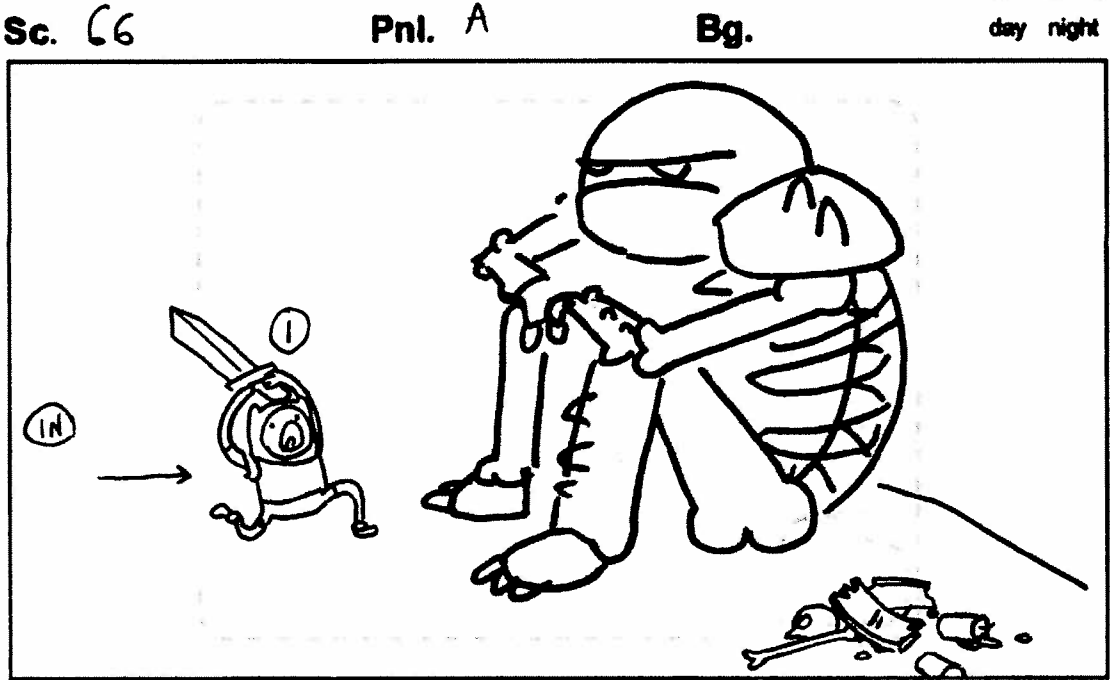
Timing:

EPISODE # 1014-116

Production :

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# ADVENTURE TIME



**Dialog:**

F / RAHHH

**Action:**

- FINN RUNS ON/S.

- WRECKAGE OF CHANDELIER LIES ON FLOOR.

**Timing:**

F / UNN!

SFX: \* VMMM \*

- FINN JUMPS AND SWINGS SWORD, PASSING THROUGH HOLOGRAM

lets go of sword

EPISODE # 1014-116

Production :

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# ADVENTURE TIME



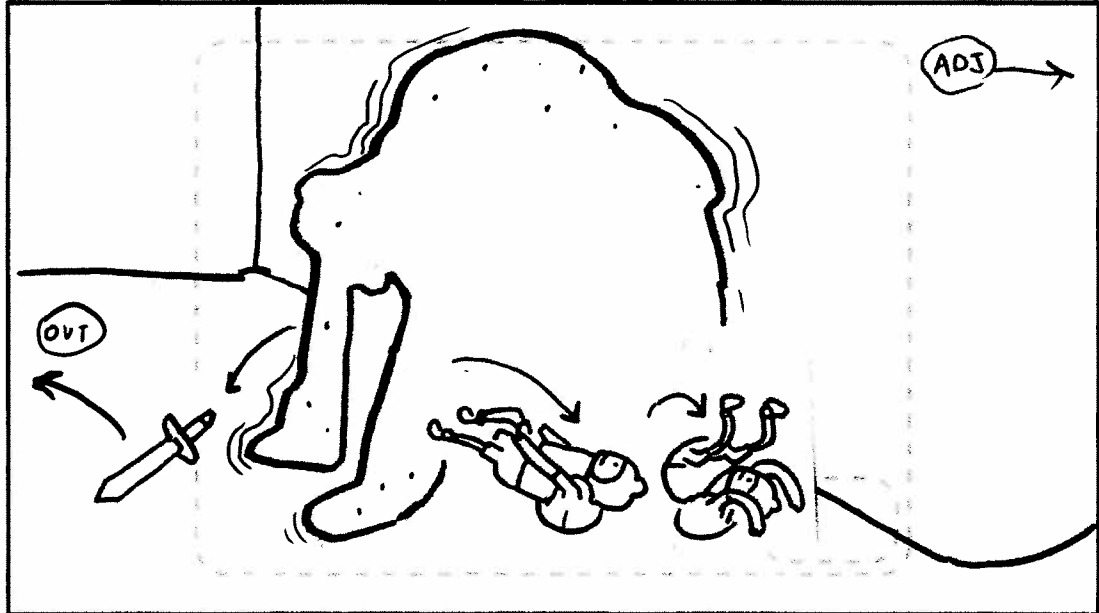
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Sc. 66

Pnl. C

Bg.

day night

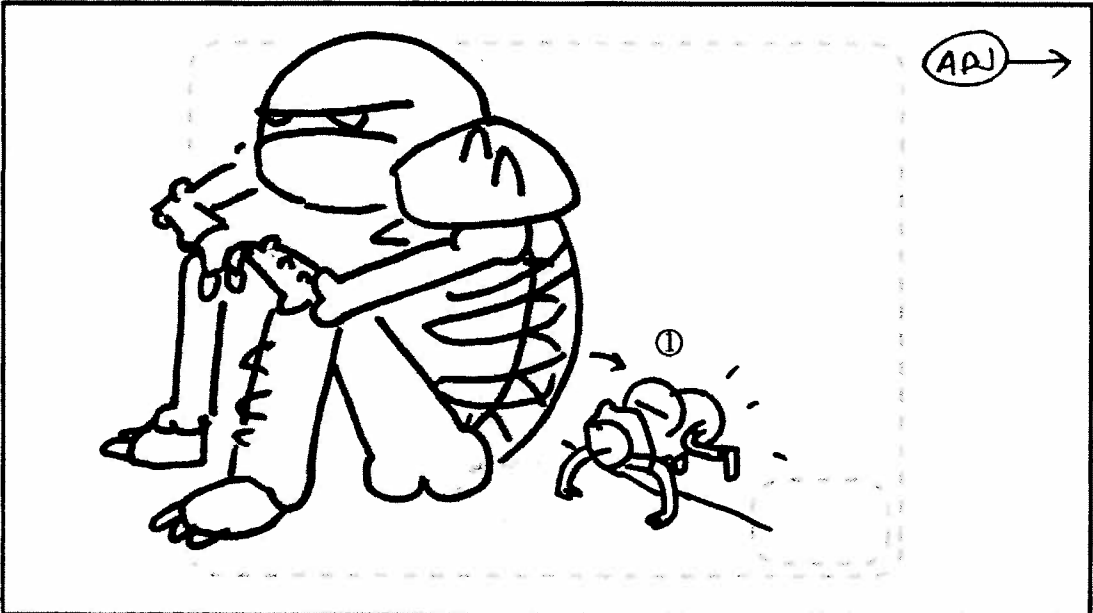


Sc. 66

Pnl. D

Bg.

day night



Dialog:

F/ OOF!

Action:

- SWORD BOUNCES O/S WEST  
- FINN lands on his back and  
does a cool roll

- FINN'S BUTT HITS WALL.  
- FINN'S LEGS SWING FORWARD

Finn looks up  
at hologram.

Timing:

- ADJ W/ FINN.



EPISODE # 1014-116

Production :

# ADVENTURE TIME



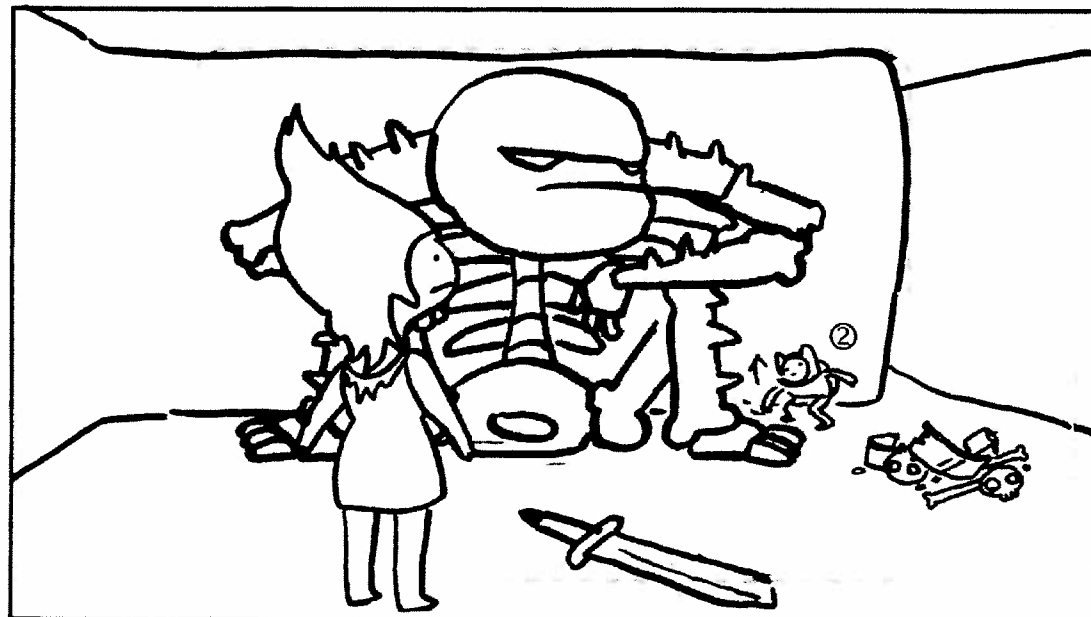
Page 124

Sc. 67

Pnl. A

Bg.

day night

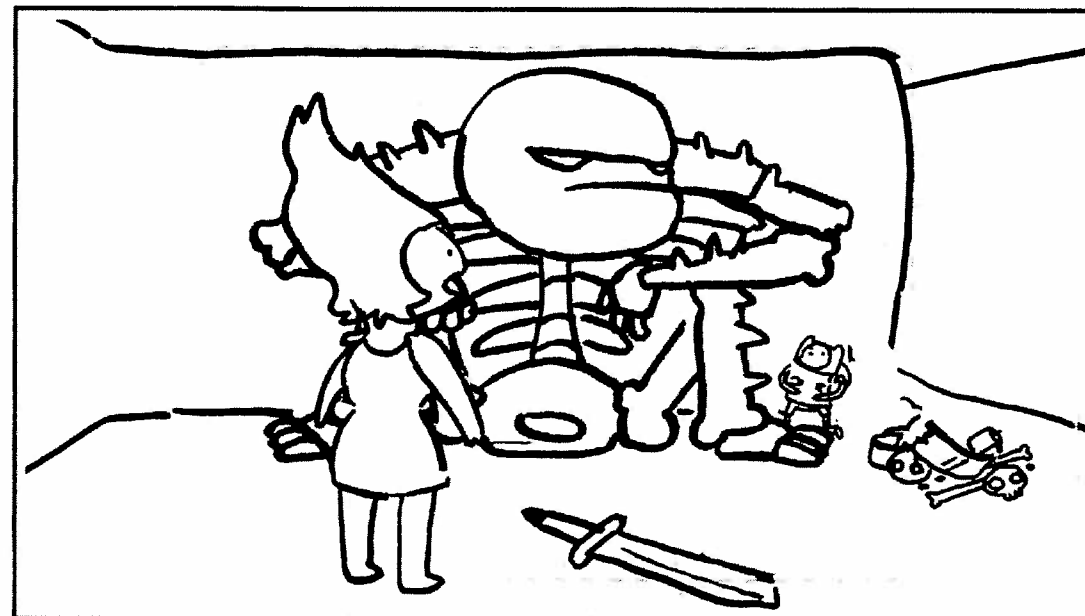


Sc. 67

Pnl. B

Bg.

day night



Dialog:

F/HMMMM.

3. FP/ ARE YOU OK ?

Action:

-FINN STANDS UP.



②



1. Finn crosses to FP, dusting himself off



Finn quickly karate chops hologram as he passes

Timing:

EPISODE # 1014-116

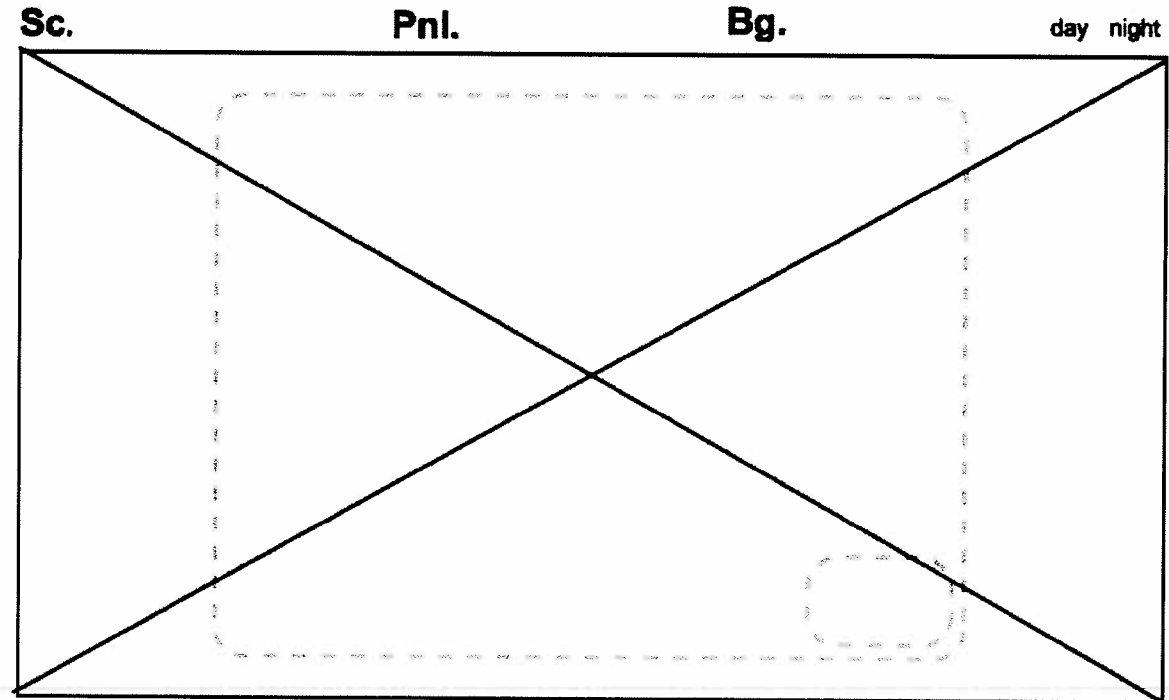
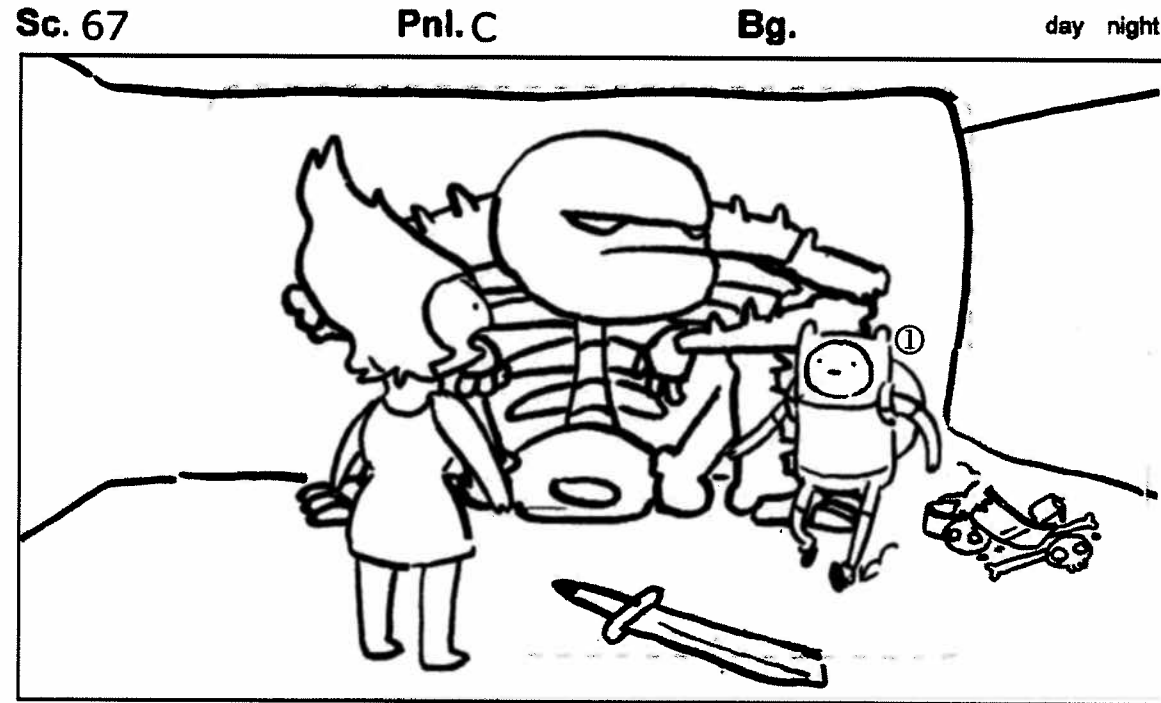
Production :

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# ADVENTURE TIME



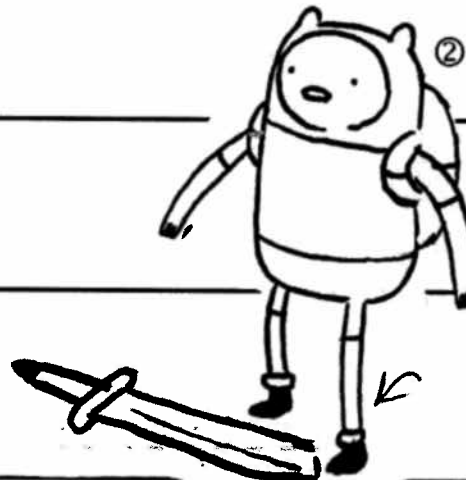
Page 124a



Dialog:

Action:

Timing:



EPISODE # 1014-116

Production :



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ADVENTURE TIME



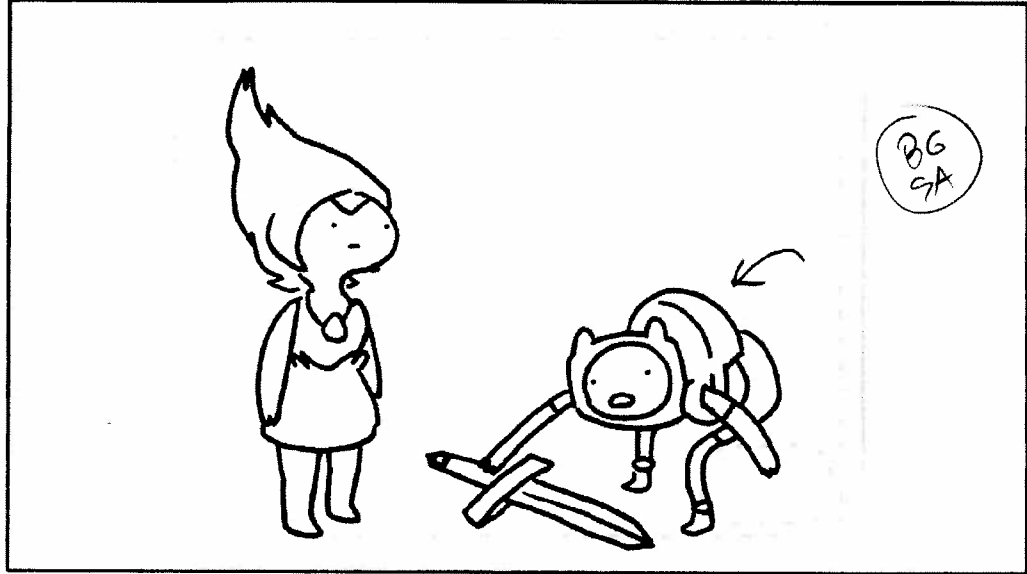
Page 125

Sc. 67

Pnl. D

Bg.

day night

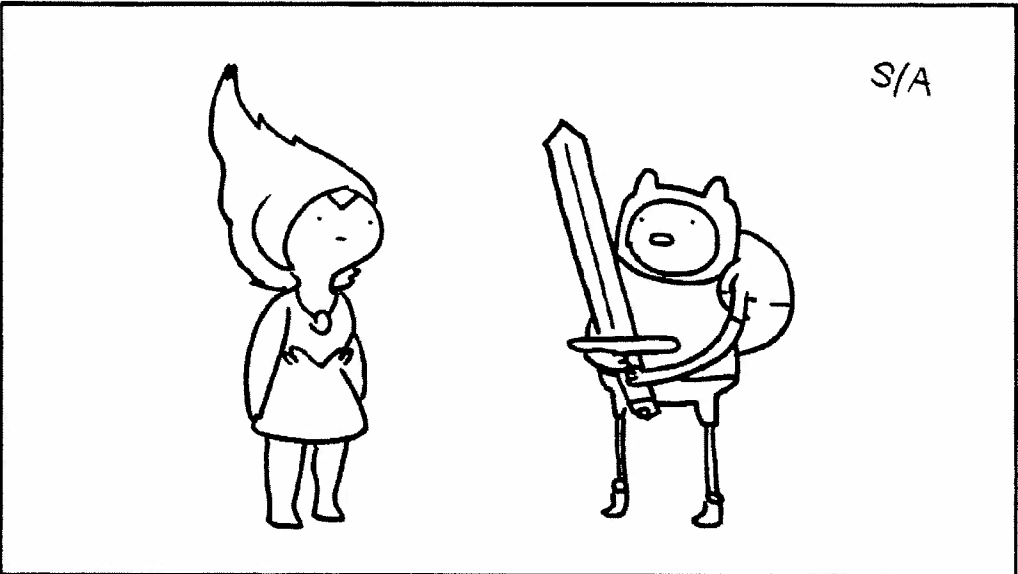


Sc. 67

Pnl. E

Bg.

day night



Dialog:

F / YEAH , I'M GOOD.

F / IT'S A HOLOGRAM

Action:

-FINN REACHES FOR SWORD

-FINN STANDS UP,

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



no Sc. 68

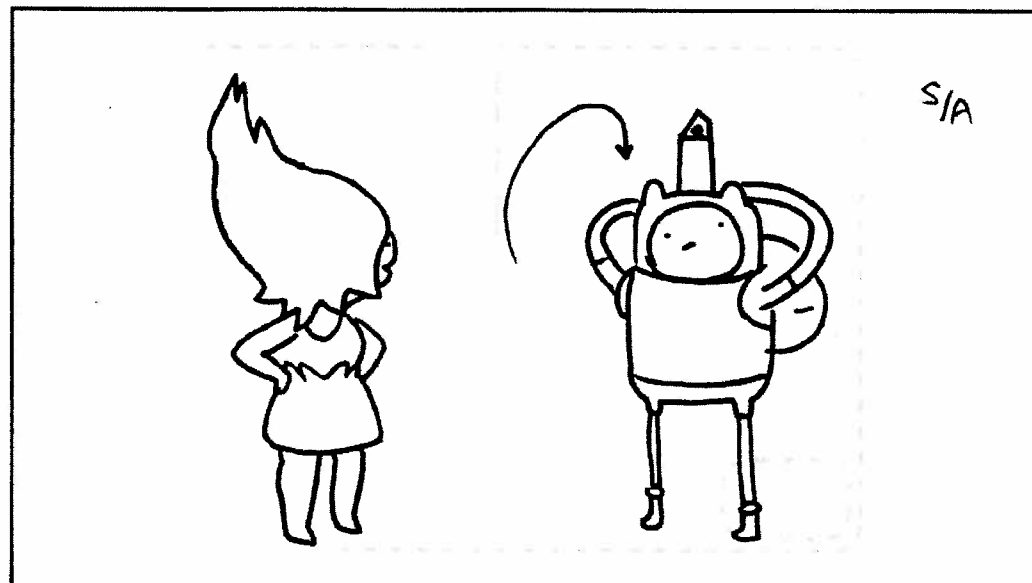
Page 126

Sc. 67

Pnl. F

Bg.

day night

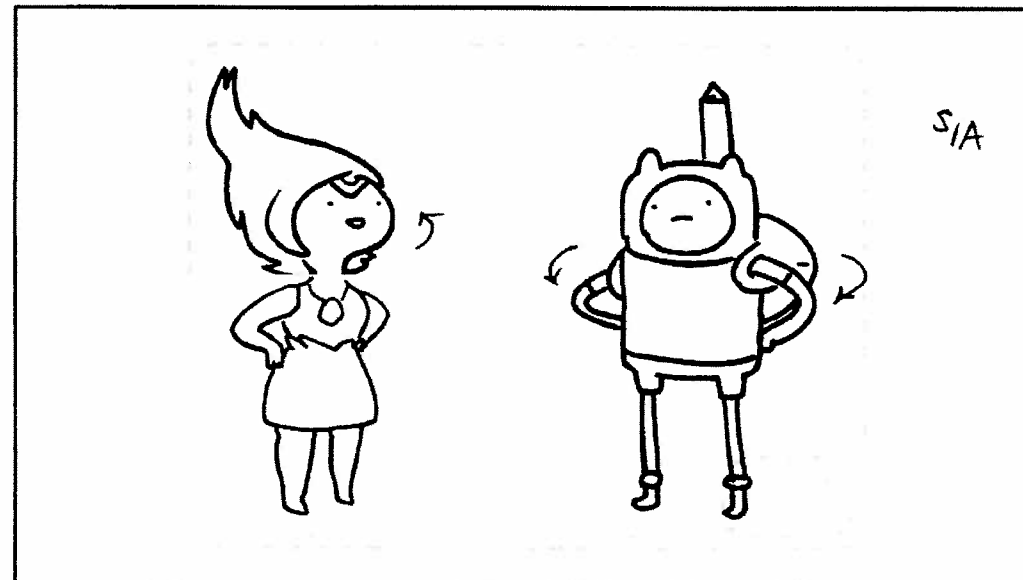


Sc. 67

Pnl. G

Bg.

day night



EPISODE # 1014-116

Production :

Dialog:

FP / OH. NEAT.

FP / SO, AH SHOULD WE KEEP GOING?

Action:

-FINN PUTS AWAY SWORD.

Timing:

no Sc. 68

# ADVENTURE TIME



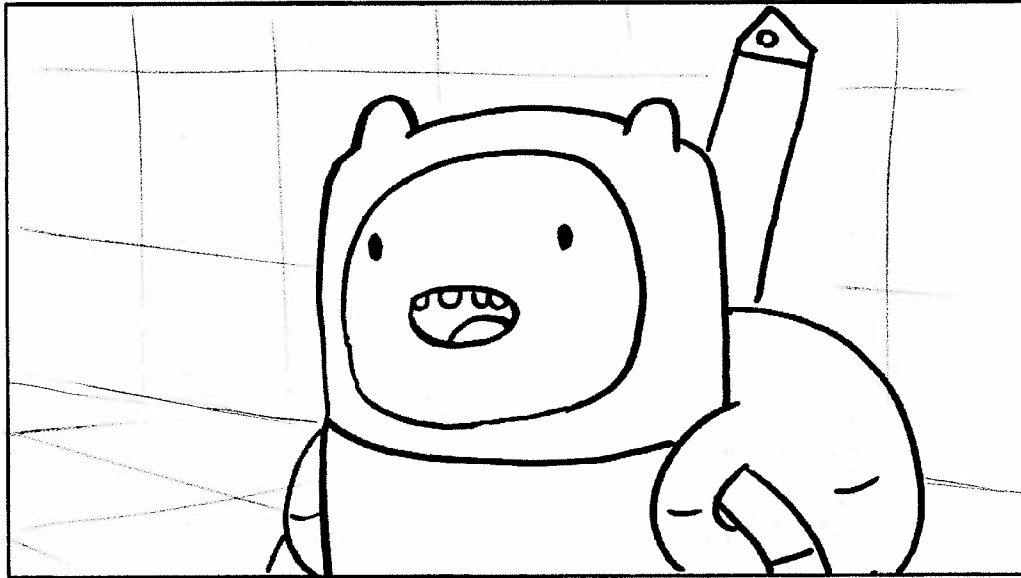
Page 127

Sc. 69

Pnl. A

Bg.

day night

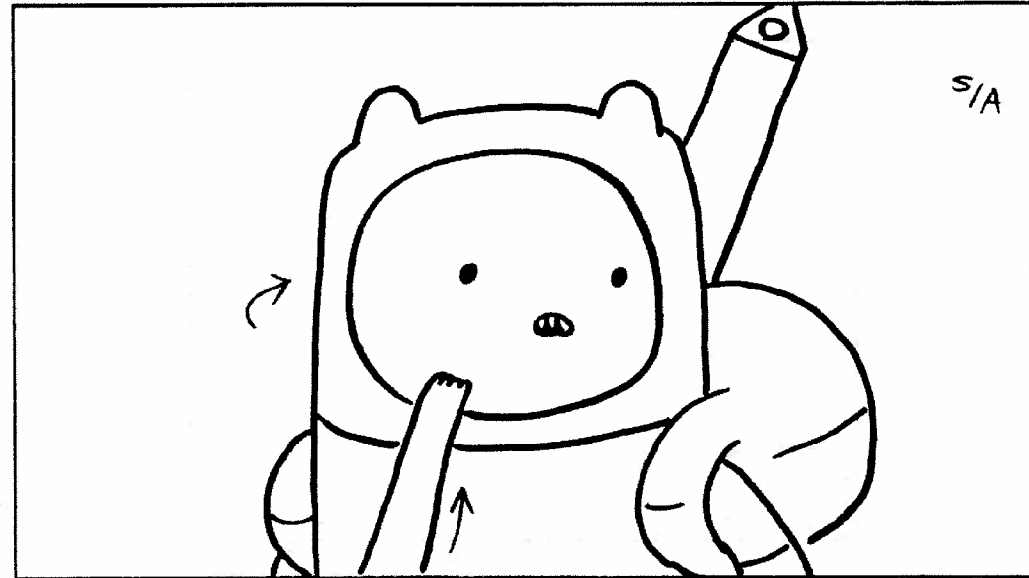


Sc. 69

Pnl. B

Bg.

day night



Dialog:

F / YEAHHH...

F / ALTHOUGH IT DOES  
RAISE THE QUESTION...

Action:

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



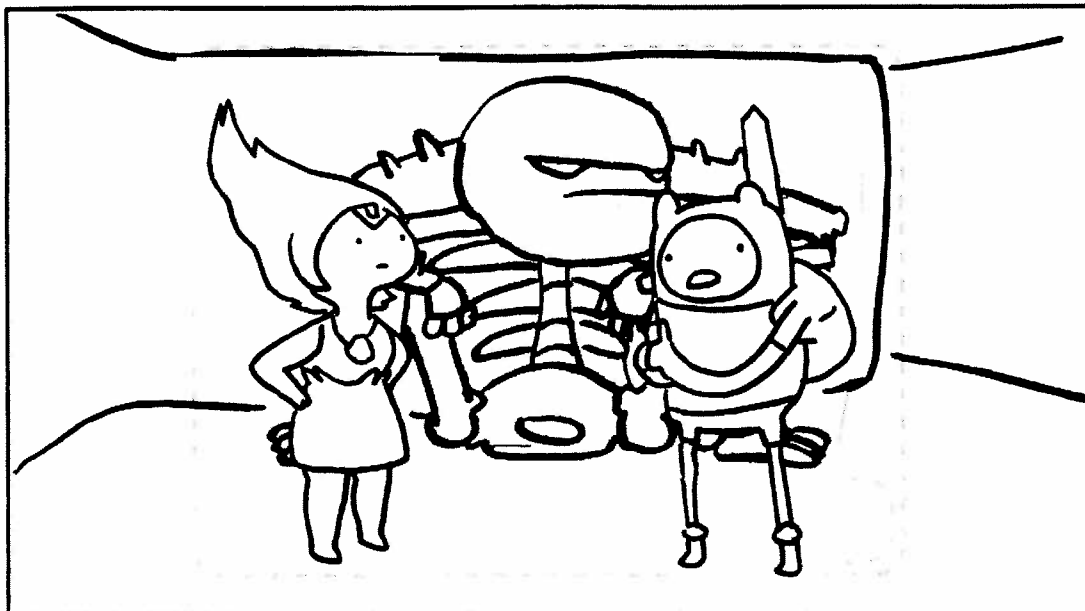
Page 128

Sc. 70

Pnl. A

Bg.

day night

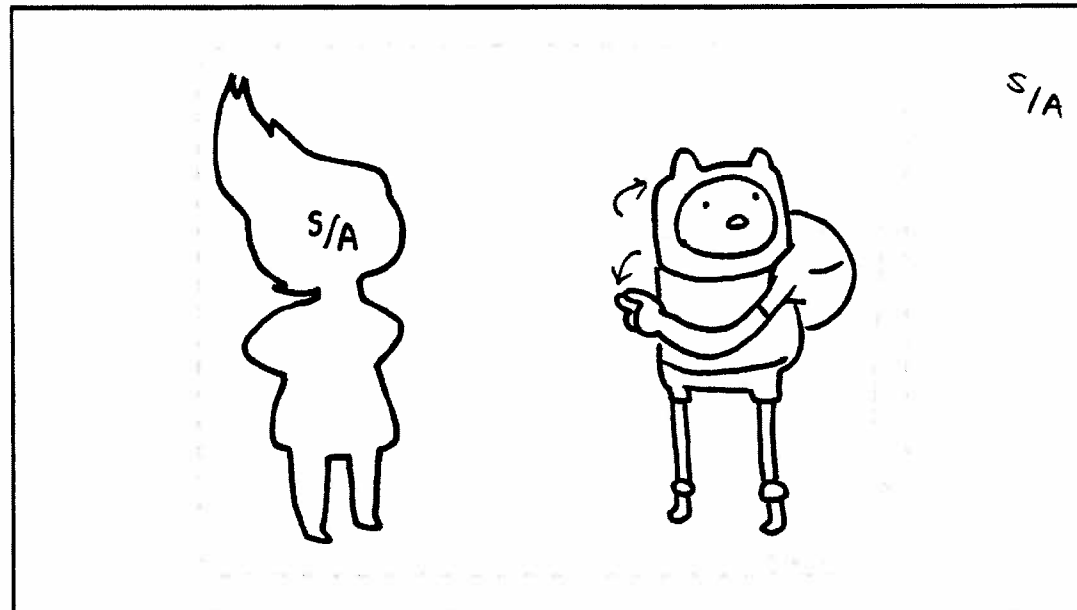


Sc. 70

Pnl. B

Bg.

day night



Dialog:

F / WHY WOULD SOMEONE GO THROUGH  
THE TROUBLE OF SETTING UP  
A HOLOGRAM...

F / UNLESS...

Action:

-FINN PUSHES HIS INDEX FINGERS TOGETHER.

Timing:

1014-116  
EPISODE #

Production :

# ADVENTURE TIME



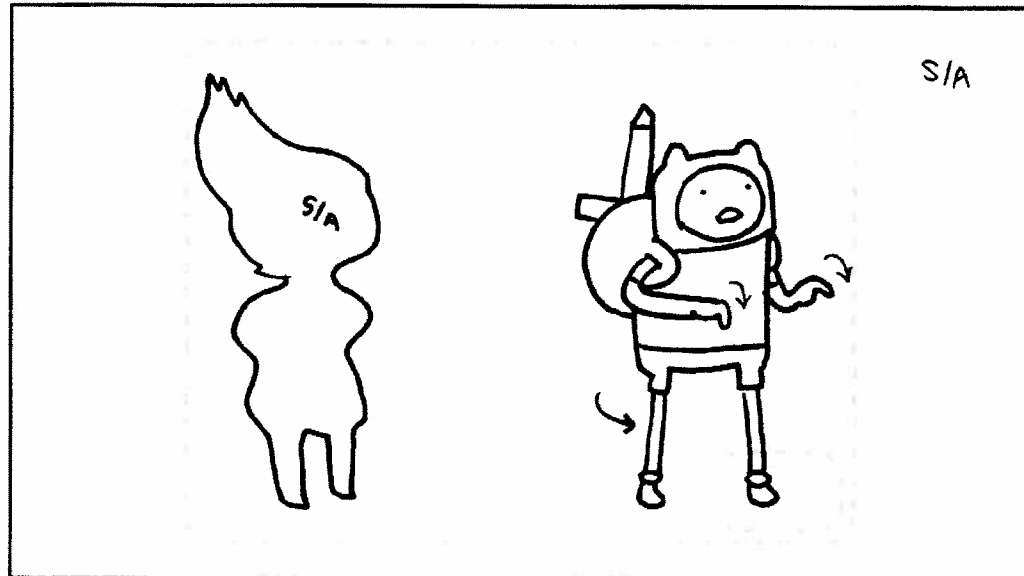
Page 129

Sc. 70

Pnl. C

Bg.

day night

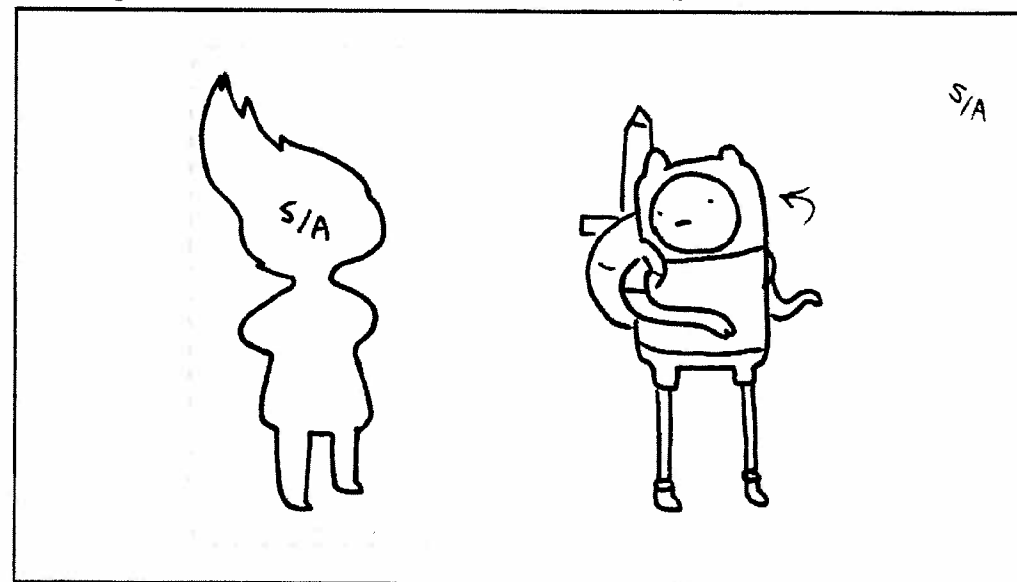


Sc. 70

Pnl. D

Bg.

day night



Dialog:

F/... THEY'VE HIDDEN  
SOMETHING .. IN THIS ROOM.

Action:

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



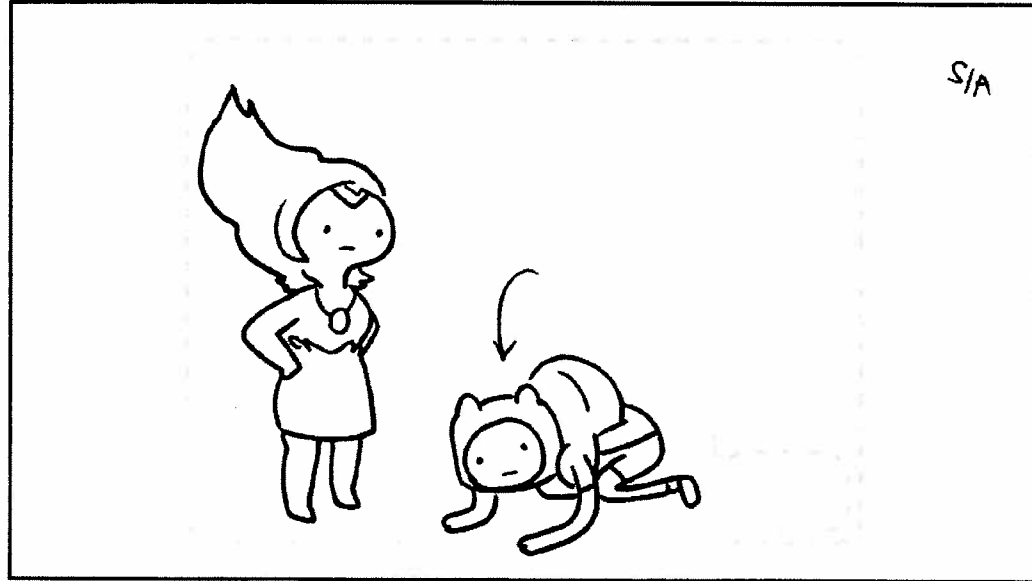
Page 130

Sc. 7a

Pnl. E

Bg.

day night



Sc. 7a

Pnl. F

Bg.

day night



Dialog:

Action:

- FINN DROPS TO THE GROUND.

- Finn feeling  
around on  
the ground



looking for  
secret hiding  
spot

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 131

Sc. 70

Pnl. G

Bg.

day night



Sc. 70

Pnl. H

Bg.

day night



Dialog:

Action:

-FP TURNS

CAM  
ADJ



ADJ w/ ACTION



Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



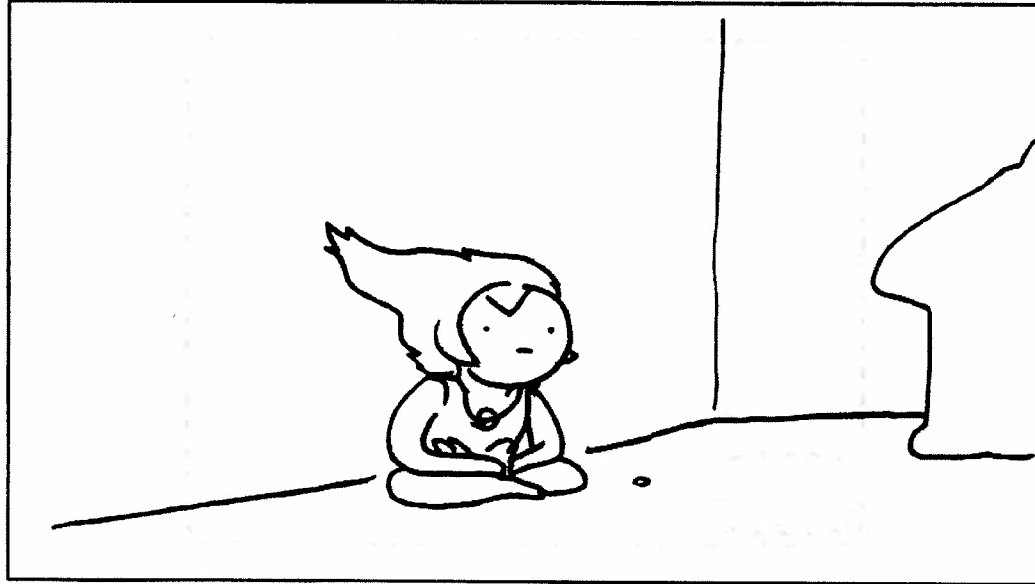
Page 132

Sc. 70

Pnl. I

Bg.

day night

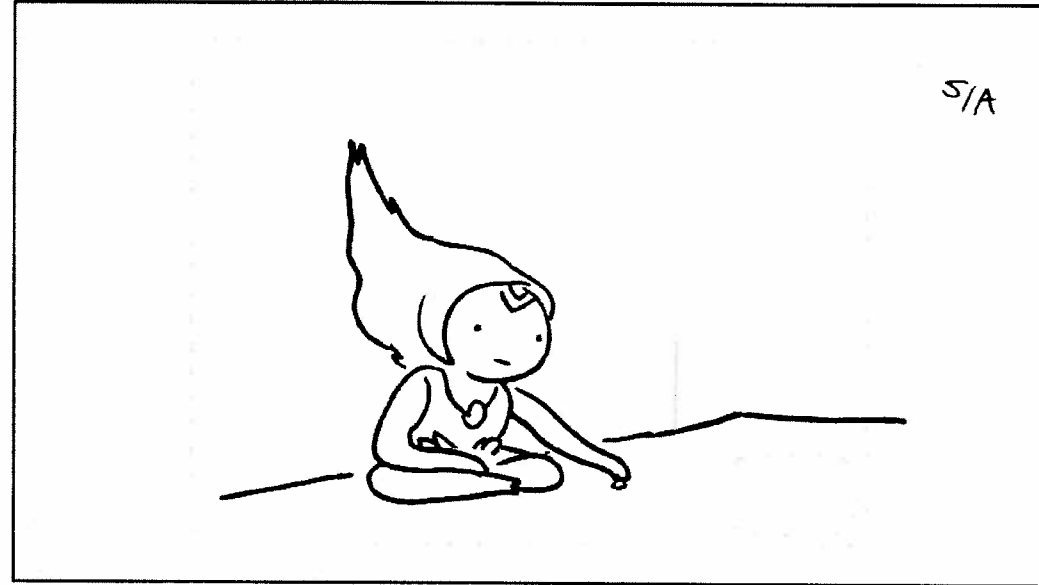


Sc. 70

Pnl. J

Bg.

day night



S/A

Dialog:

1.  
FP/(SIGH)

Action:

-FP SITS DOWN



-FP  
notices  
small pebble

-FP grabs it

Timing:

EPISODE # 1014-116

Production :



# ADVENTURE TIME



Page 133

Sc. 70

Pnl. K

Bg.

day night

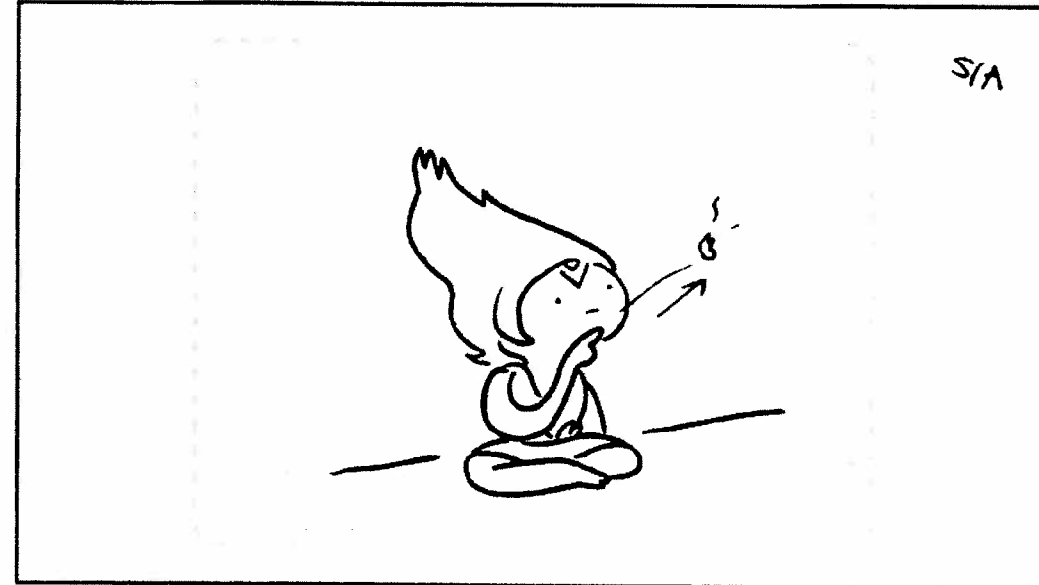


Sc. 70

Pnl. L

Bg.

day night



Dialog:

SFX < zot! >

Action:

-FP tosses it in the air

-FLAME DART hits it with fire blast

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



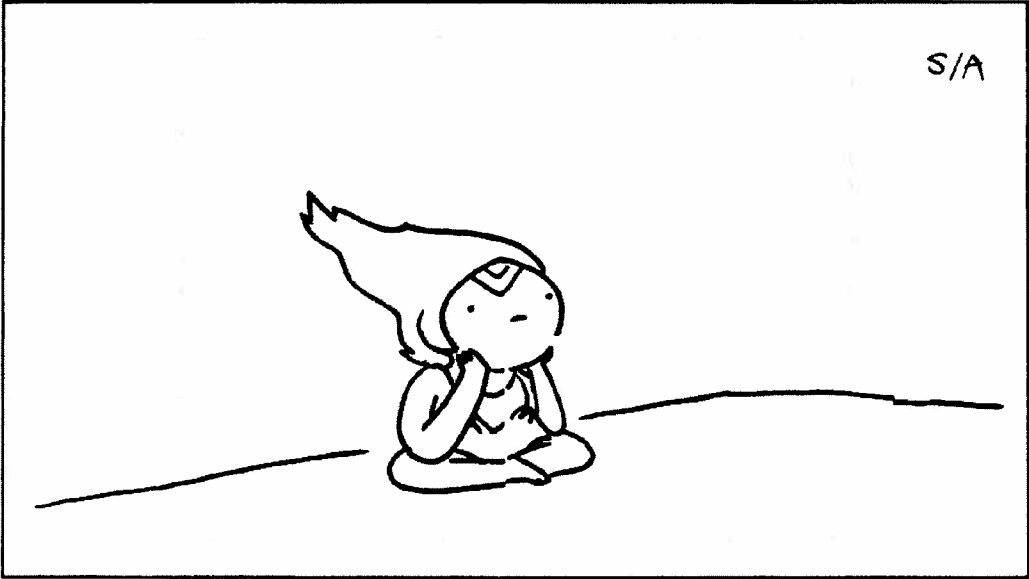
Page 134

Sc. 70

Pnl. M

Bg.

day night

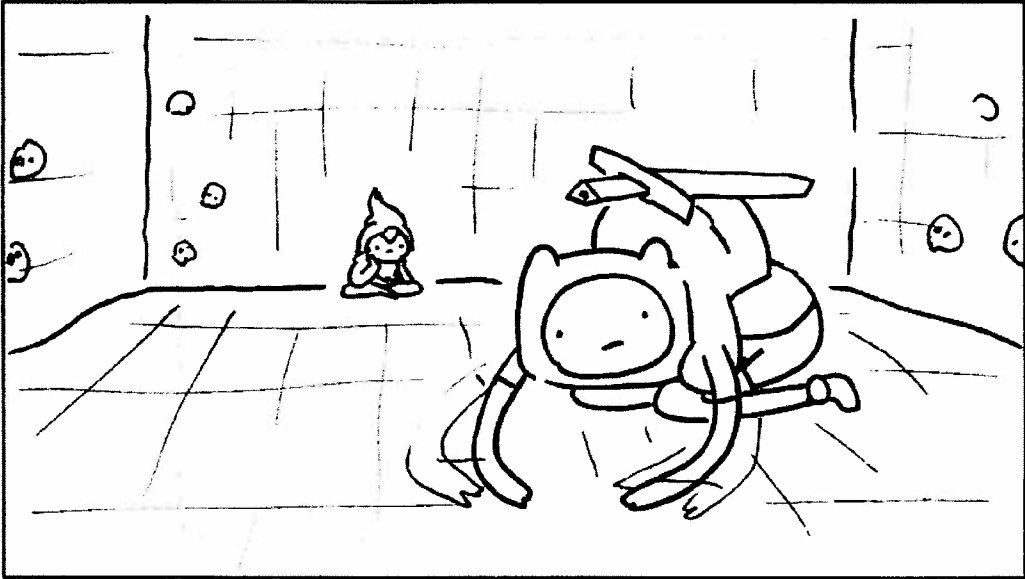


Sc. 71

Pnl. A

Bg.

day night



Dialog:

Action:



Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 135

Sc. 72

Pnl. A

Bg.

day night

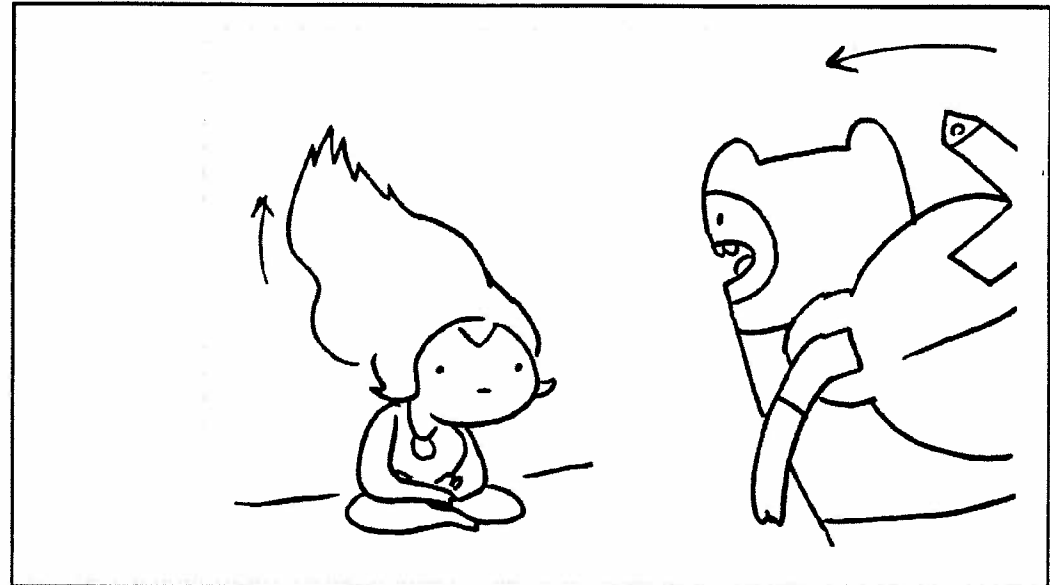


Sc. 72

Pnl. B

Bg.

day night



Dialog:

F/ HEY WAKE UP!

Action:

-FP SITS WITH HER EYES CLOSED.

-FINN STEPS ON/S.

Timing:



EPISODE # 1014-116

Production :

# ADVENTURE TIME



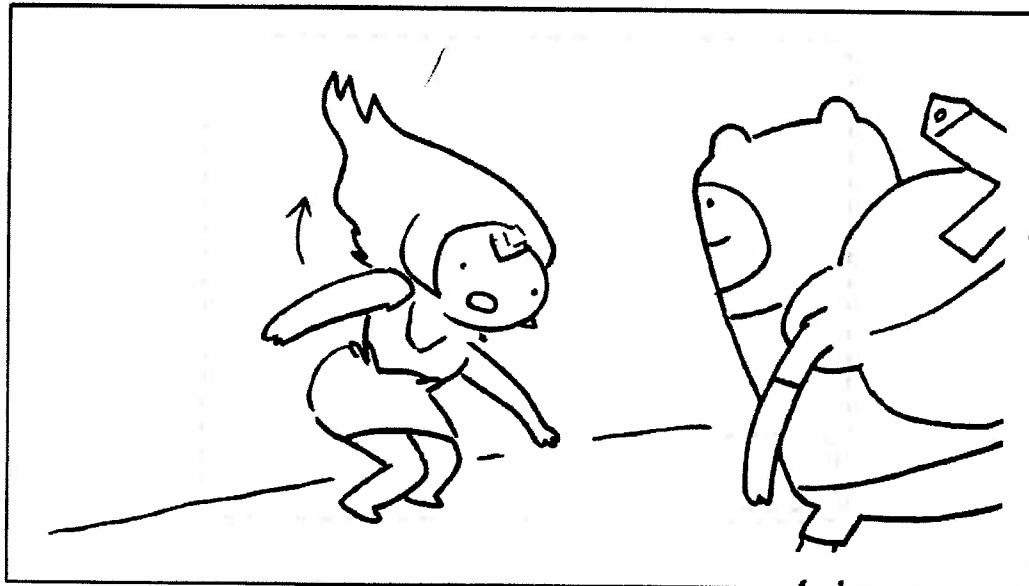
Page 136

Sc. 72

Pnl. C

Bg.

day night

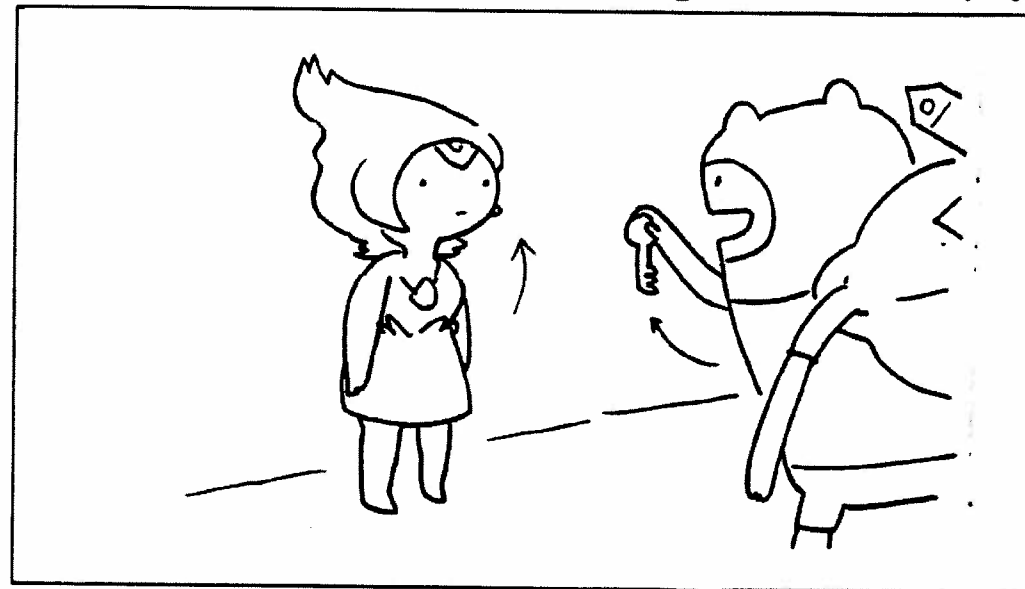


Sc. 72

Pnl. D

Bg.

day night



EPISODE # 1014-116

Dialog:

FP / I WAS MEDITATING

F / LOOK WHAT I  
FOW - OWND

Action:

- FP stands

- FINN HOLDS UP KEY.

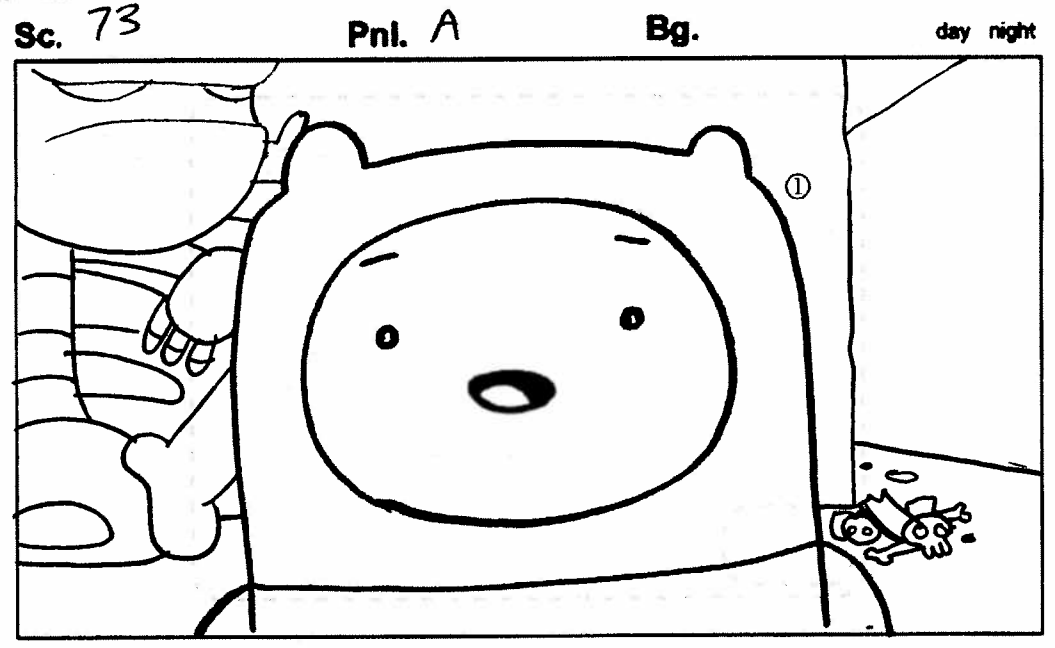
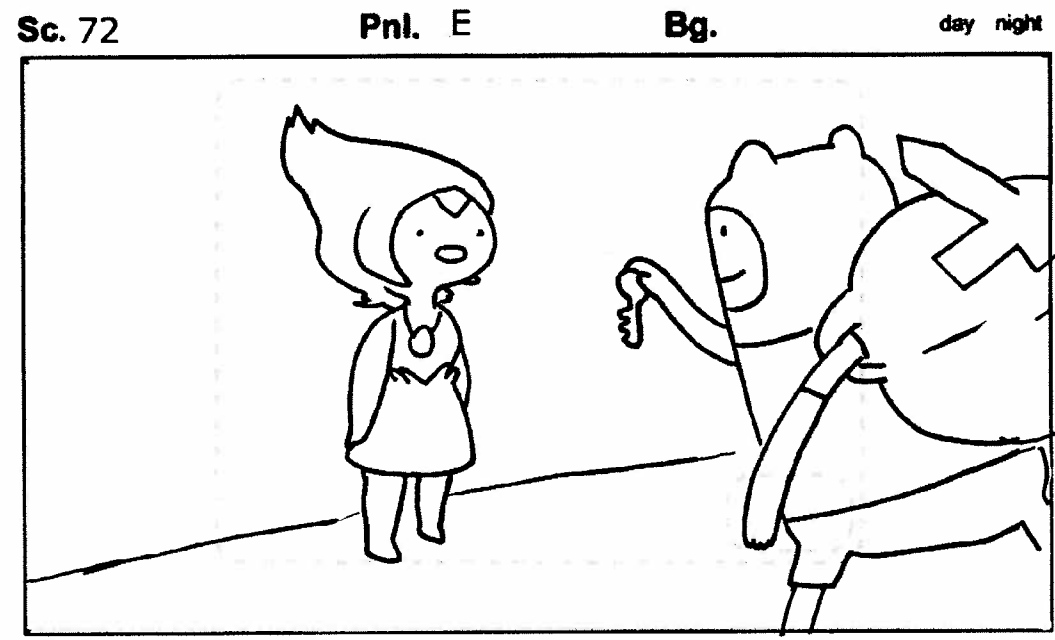
Timing:

Production :

# ADVENTURE TIME



Page 137



<b>Dialog:</b>	FP/ A KEY.	
<b>Action:</b>		Finn is like, "Eh?"
<b>Timing:</b>		

EPISODE # 1014-116

Production :

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# ADVENTURE TIME



Page 138

Sc. 74

Pnl. A

Bg.

Wall

day night



Sc. 74

Pnl. B

Bg.

day night



Dialog:

FP / WE HAVE TO  
GO BACK ?

Action:

- FP is like, "huh?"

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



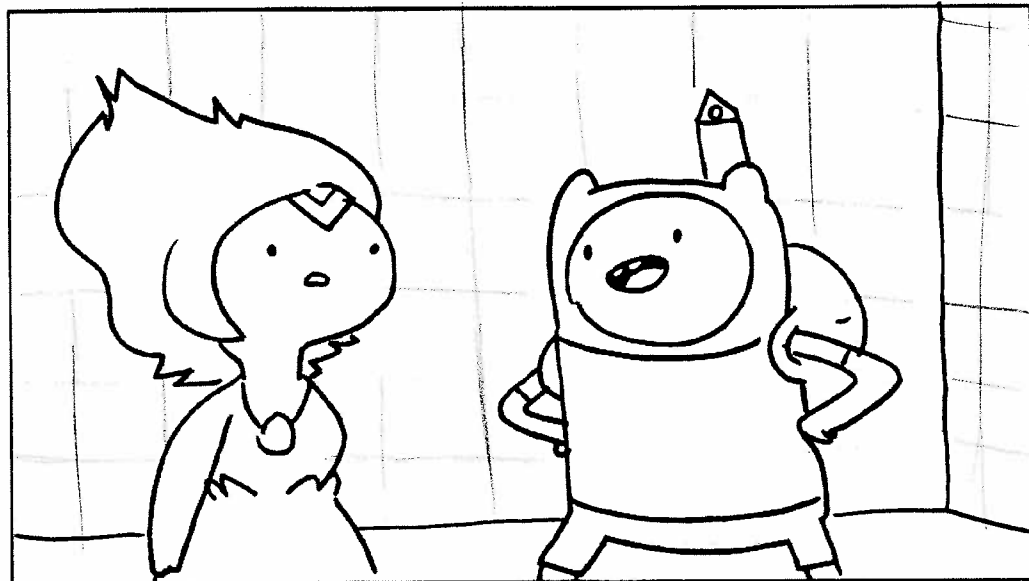
Page 139

Sc. 75

Pnl. A

Bg.

day night

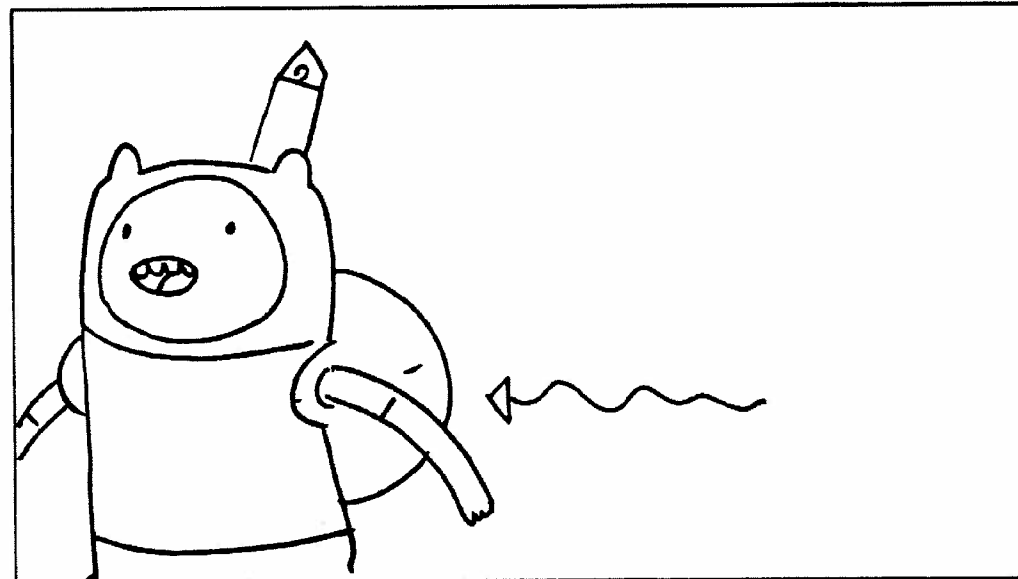


Sc. 75

Pnl. B

Bg.

day night



Dialog:

F/ WE DON'T HAVE TO  
WE GET TO. COME ON!

Action:

— Finn takes off ← ADJ

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



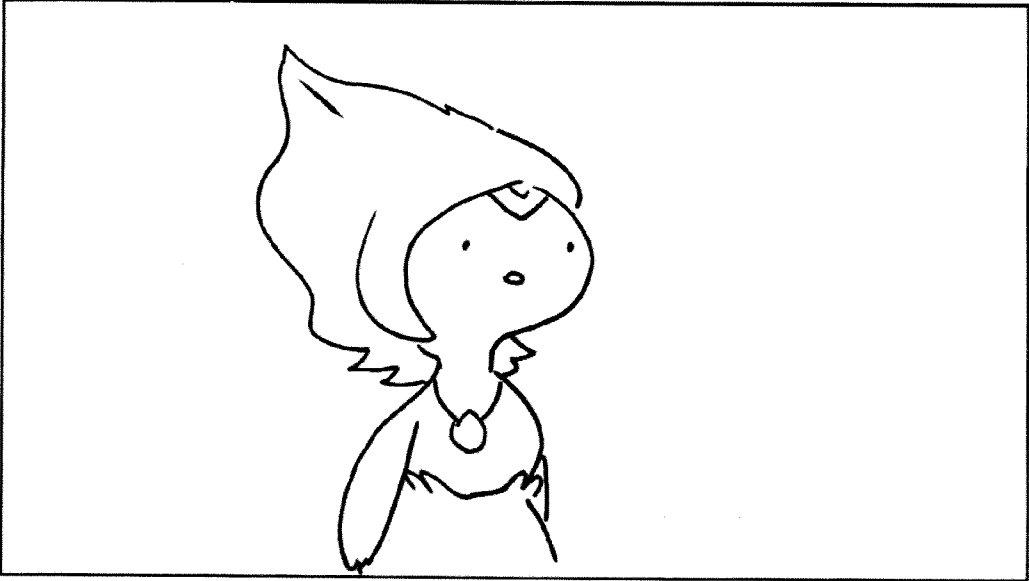
Page 140

Sc. 75

Pnl. C

Bg.

day night

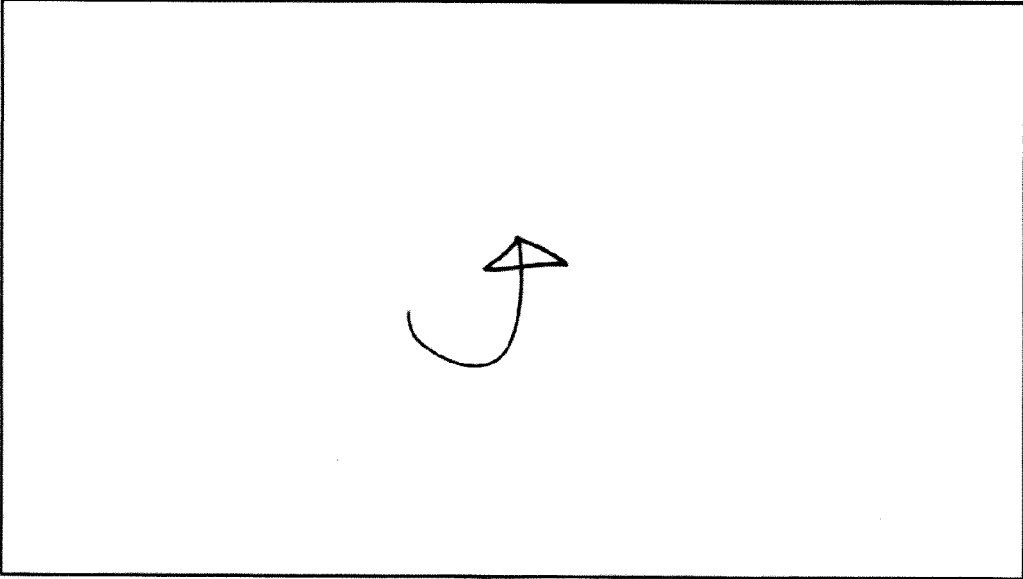


Sc.

Pnl. in

Bg.

day night



Dialog:

Action:

WIPE

Timing:

EPISODE # 1014-116

Production :



ADVENTURE TIME

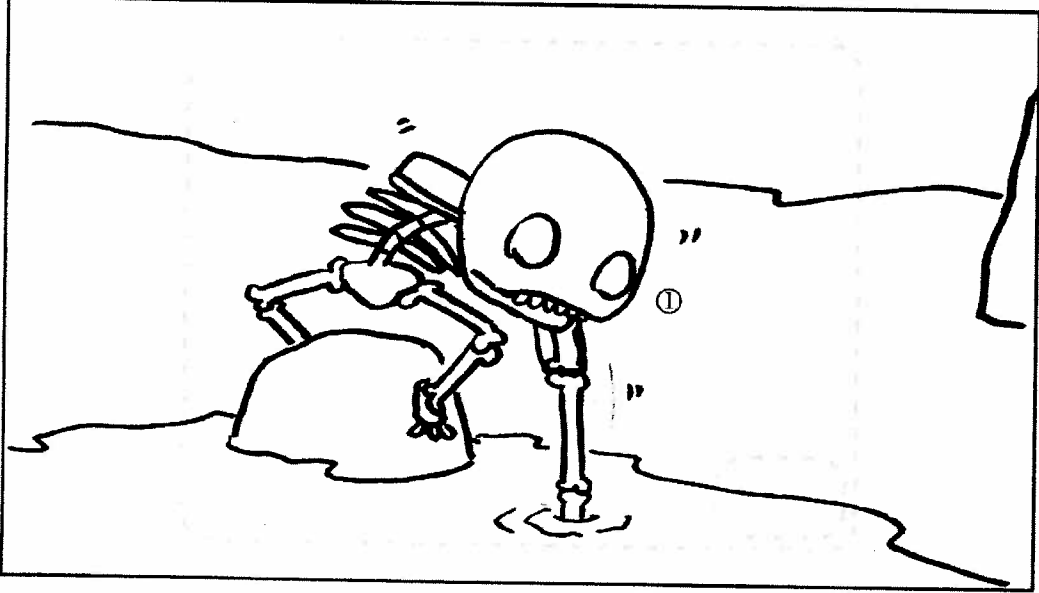


Sc. 76

Pnl. A

Bg.

day night

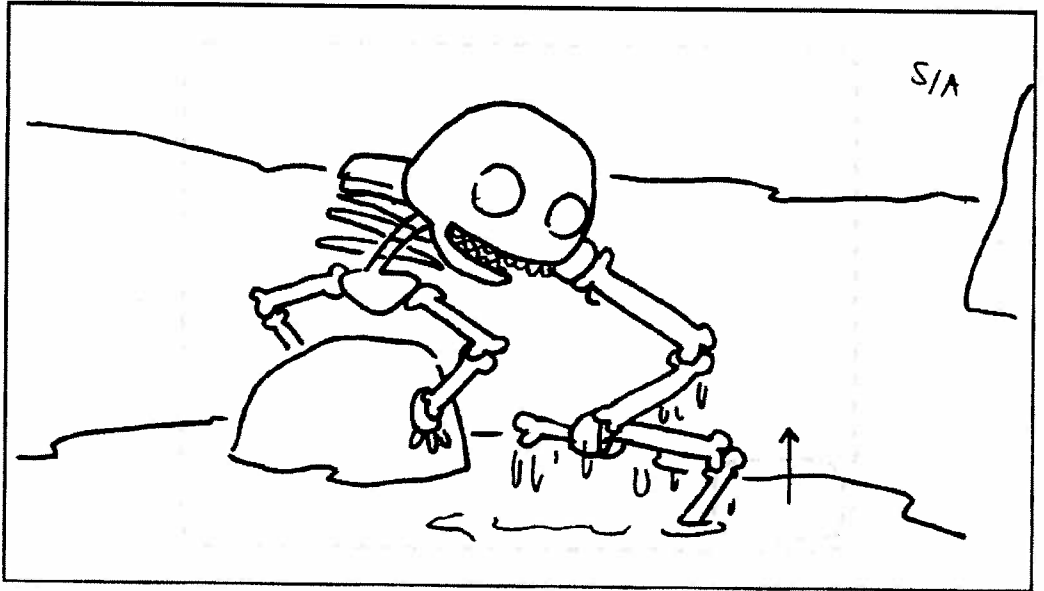


Sc. 76

Pnl. B

Bg.

day night

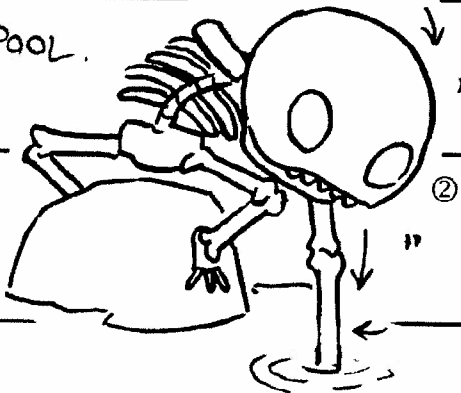


Dialog:

B/ AH HH...

Action: - BONEY FEELS AROUND POOL. - BONEY PULLS OUT ARM/ FISHING POLE.

Timing:



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Production :

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# ADVENTURE TIME



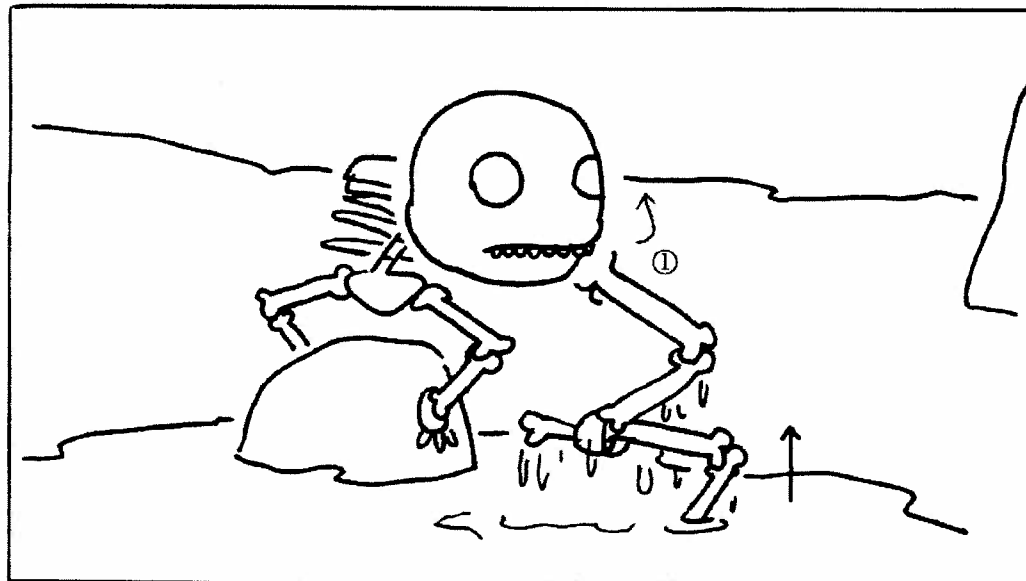
Page 142

Sc. 76

Pnl. C

Bg.

day night

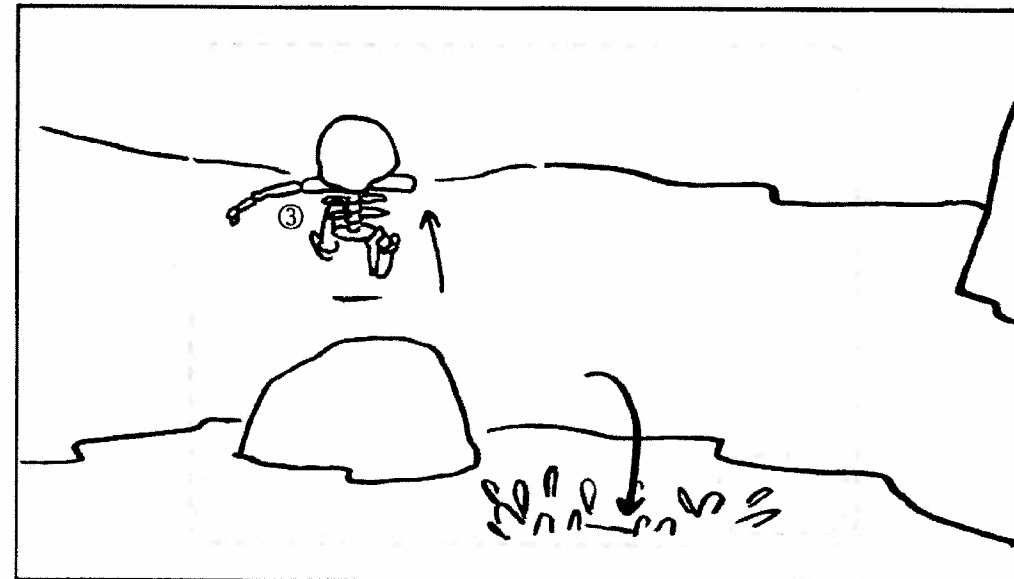


Sc. 76

Pnl. D

Bg.

day night



EPISODE # 1014-116

Dialog:

F / (OS) <sup>♪</sup> DUNGEON CRAWL ...

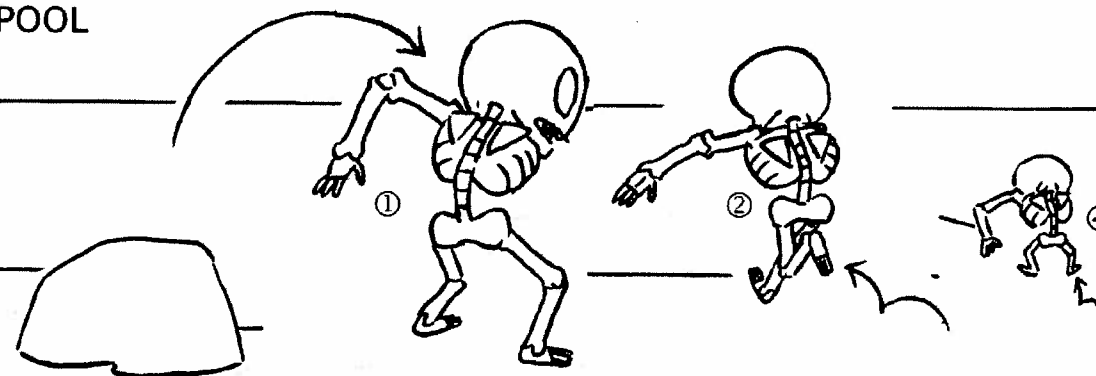
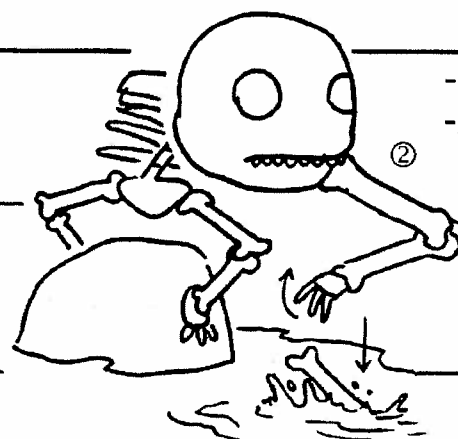
F / (OS) <sup>♪</sup> IS THE GREATEST CRAWL OF ALL ...

Action:

-BONEY DROPS ARM  
-ARM DROPS INTO POOL

-BONEY HOPS OFF OF ROCK AND RUNS TOWARD WALL

Timing:



Production :

# ADVENTURE TIME



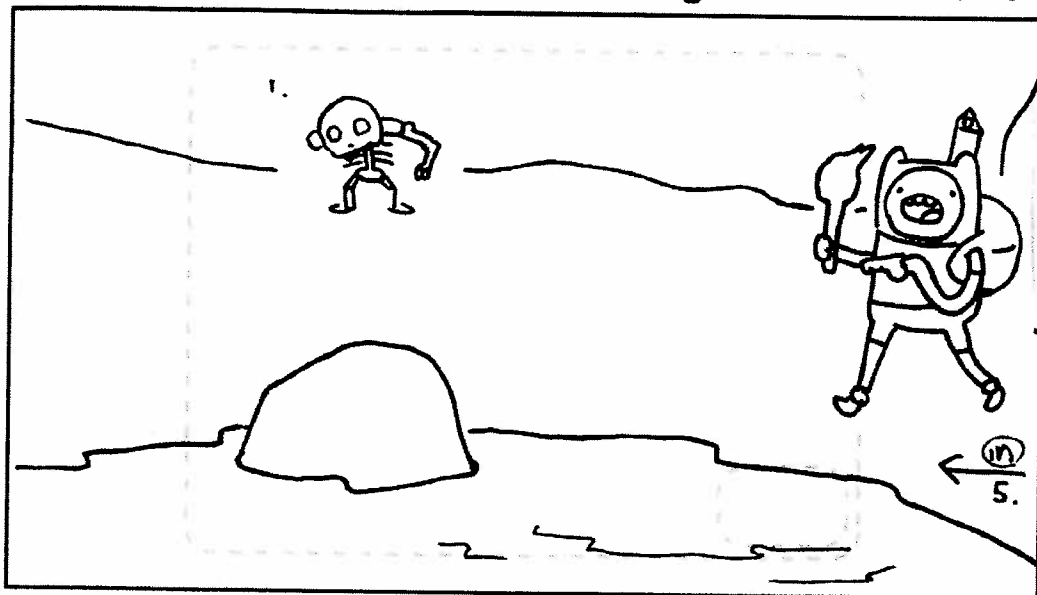
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Sc. 76

Pnl. E

Bg.

day night

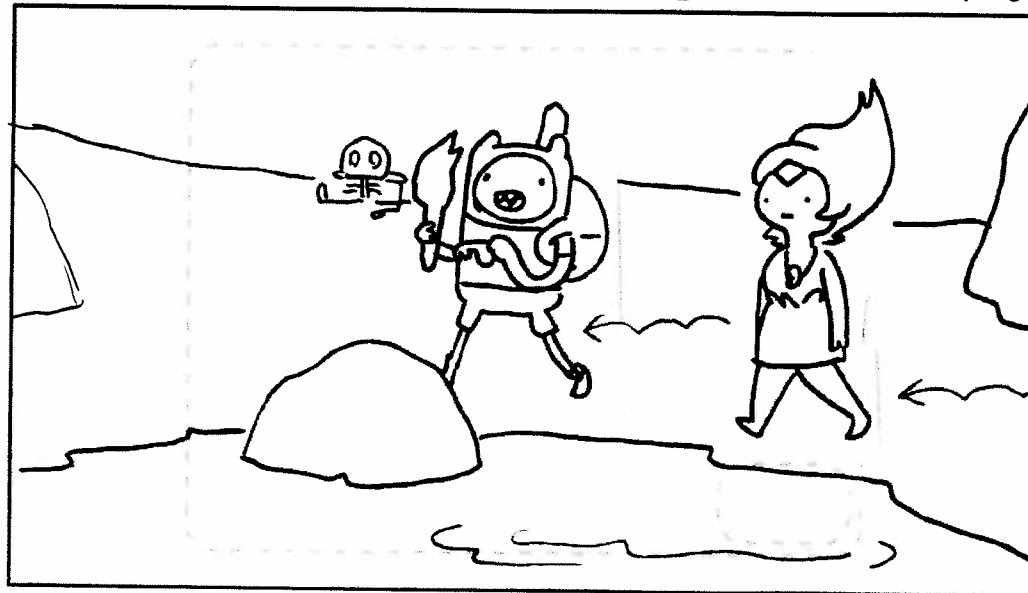


Sc. 76

Pnl. F

Bg.

day night

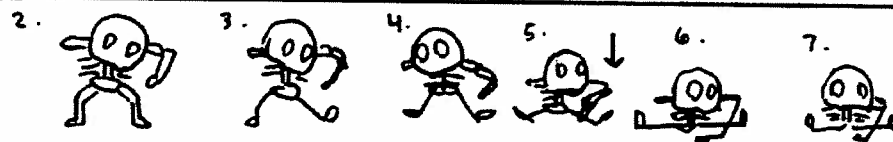


Dialog:

F/  $\text{no}$  NO CRAWL'S TOO SMALL ..  
B. (QUICKLY) OW OW OW OW OW.

F/  $\text{no}$  FOR A DUNGEON CRAWL ...

Action:



Timing:

looks at  
both feet

kicks  
out his  
left

then  
his  
right

starts  
to  
slide  
down.

Keeps his eyes  
on them as they cross

looking at Finn as he enters



FP checks out  
the rippling  
water as she  
walks by

EPISODE# 1014-116

Production :

# ADVENTURE TIME



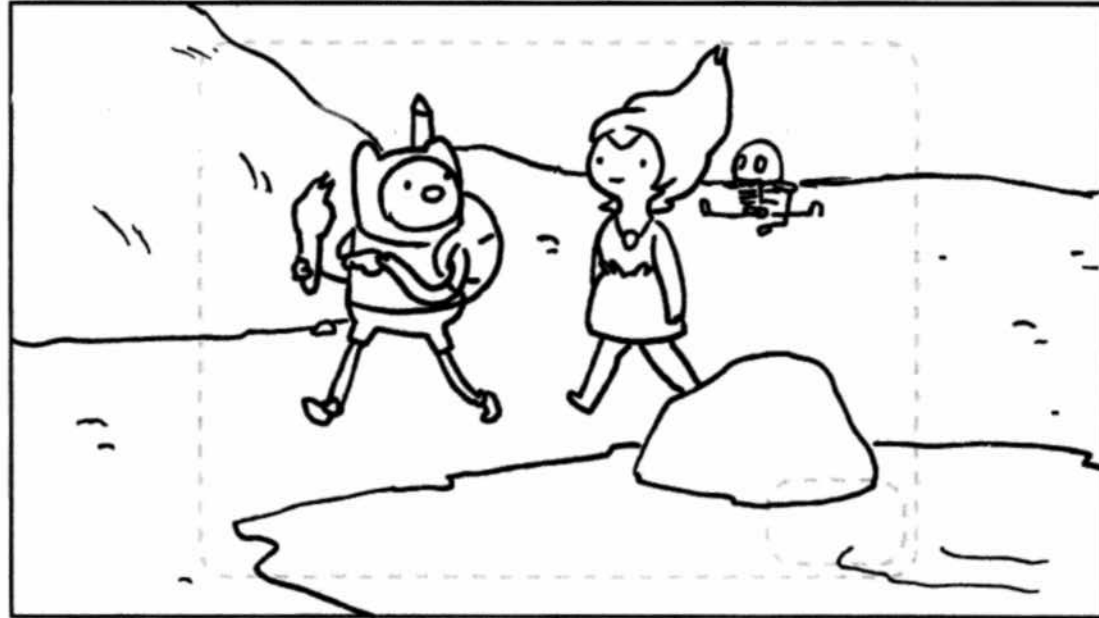
Page 144

Sc. 76

Pnl. 6

Bg.

day night

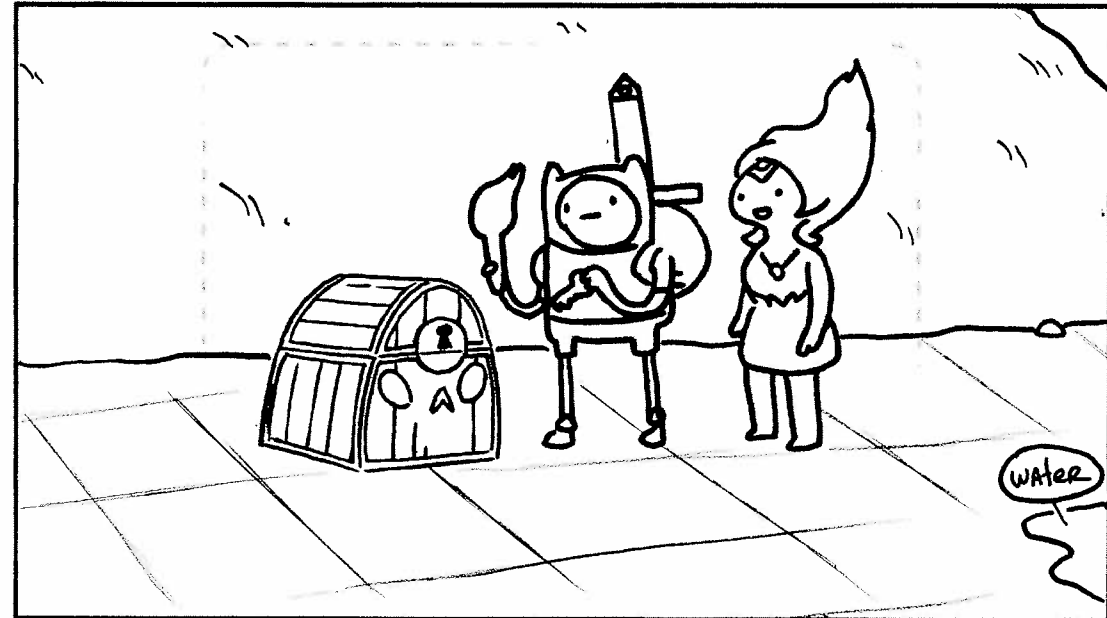


Sc. 76

Pnl. H

Bg.

day night



Dialog:

F / SEE ? THAT DIDN'T TAKE LONG AT ALL  
AND NOW WE GET TREASURE .

FP / H A H A O K .

Action:

← ADJ

← ADJ

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME

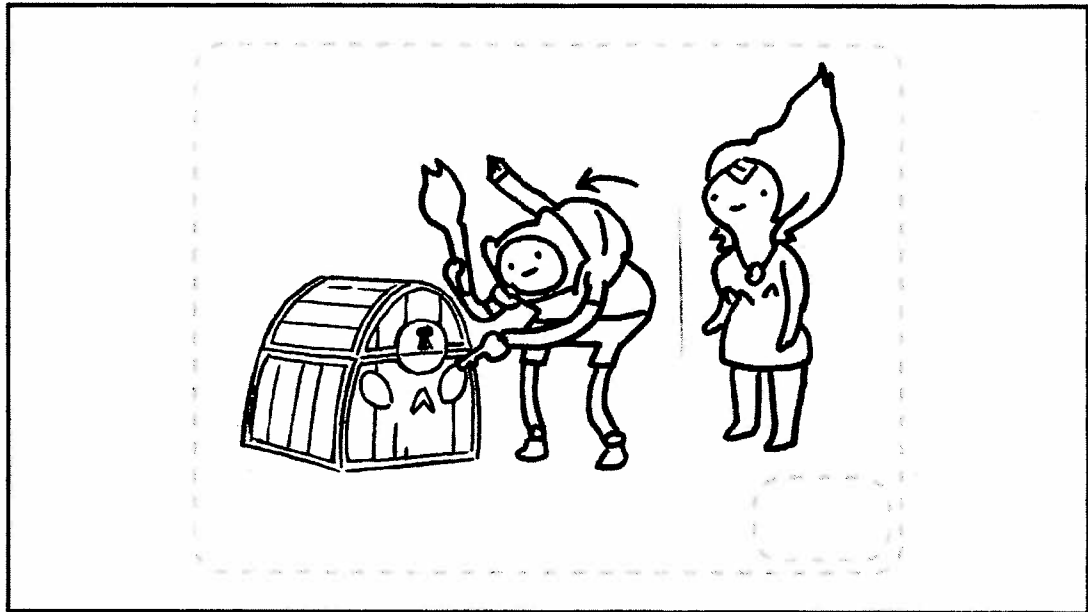


Sc. 76

Pnl. I

Bg.

day night

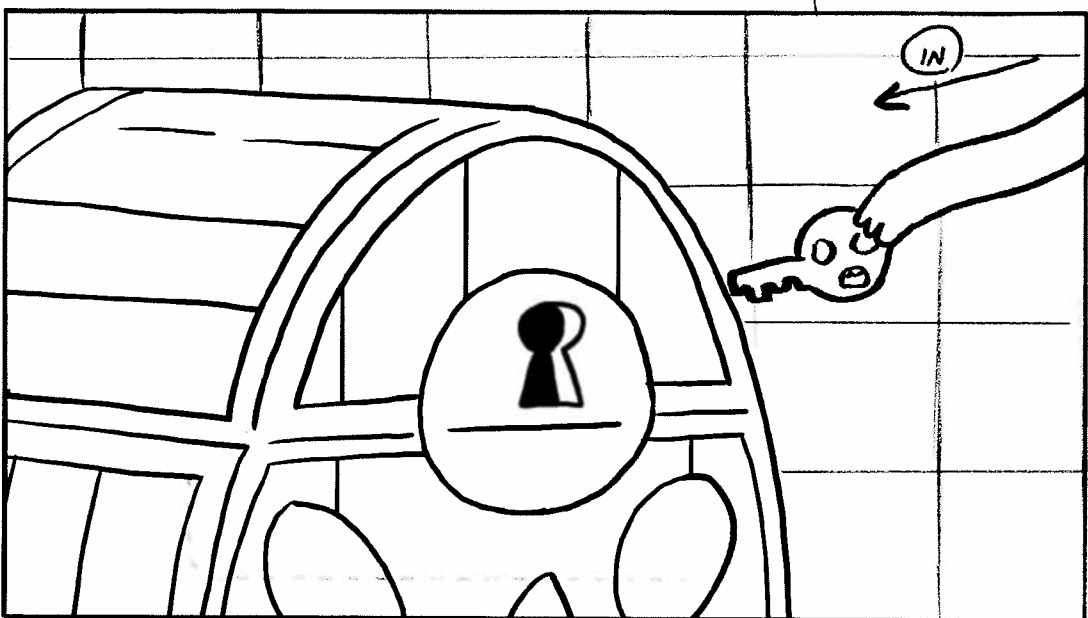


Sc. 77

Pnl. A

Bg.

day night



Page 145

Dialog:

Action: -FINN LEANS TOWARDS CHEST.

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



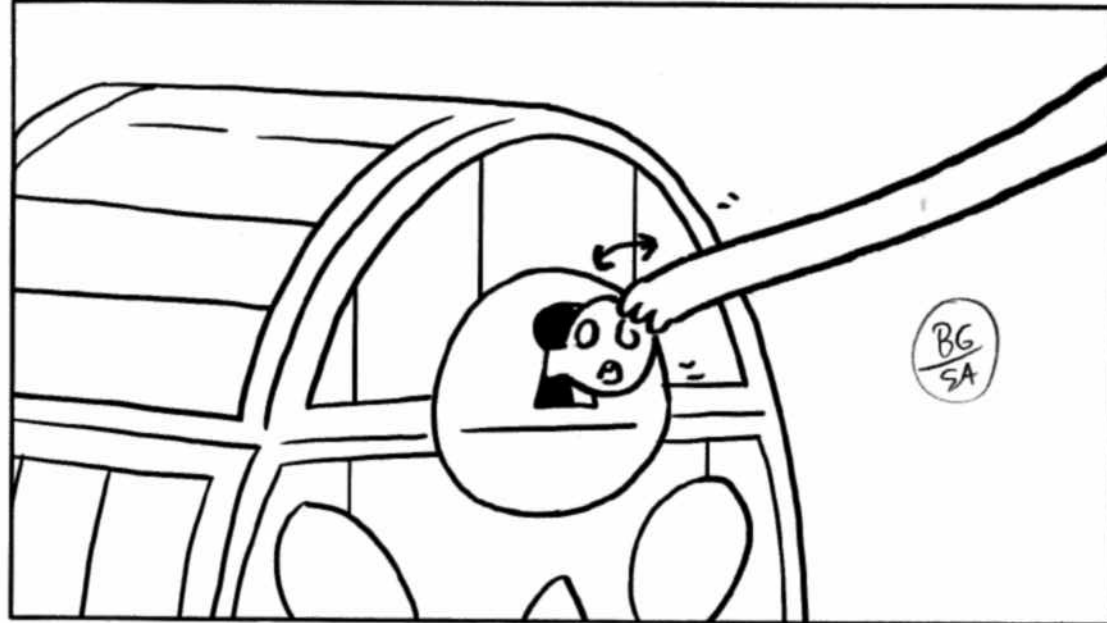
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Sc. 77

Pnl. B

Bg.

day night

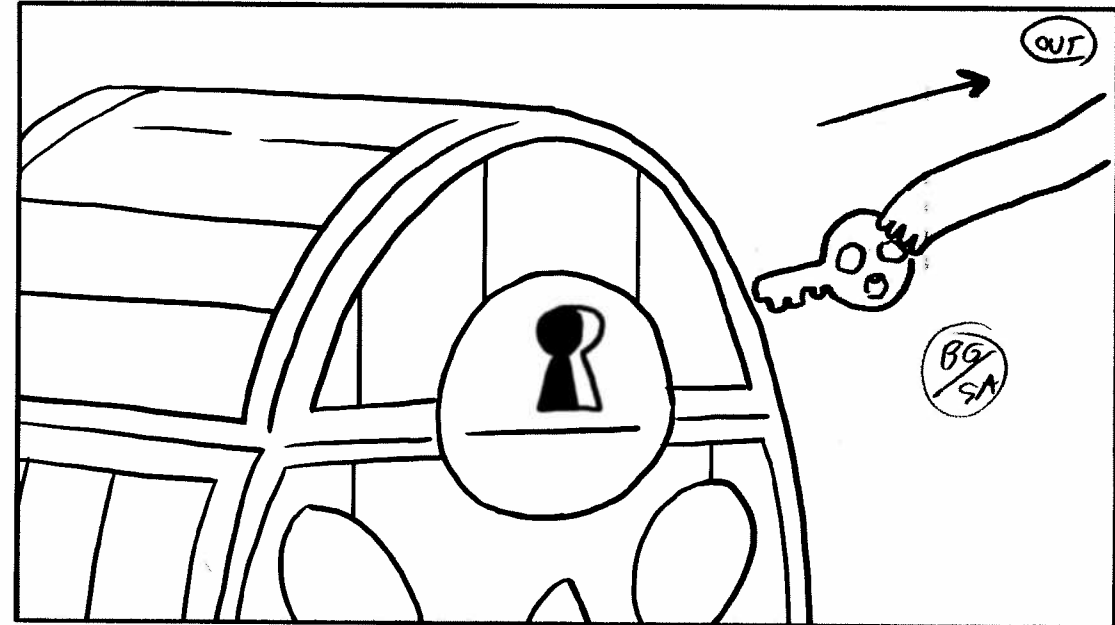


Sc. 77

Pnl. C

Bg.

day night



Dialog:

SFX < rattle, rattle >

Action:

- FINN TRIES TO TURN KEY BOTH DIRECTIONS.

Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME

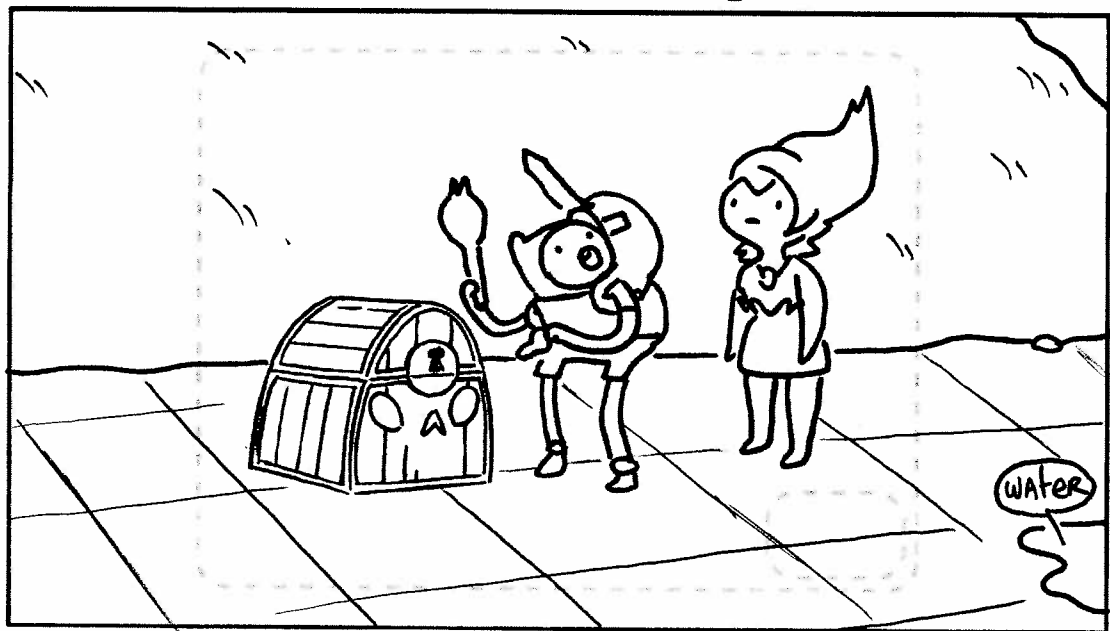


Sc. 78

Pnl. A

Bg.

day night

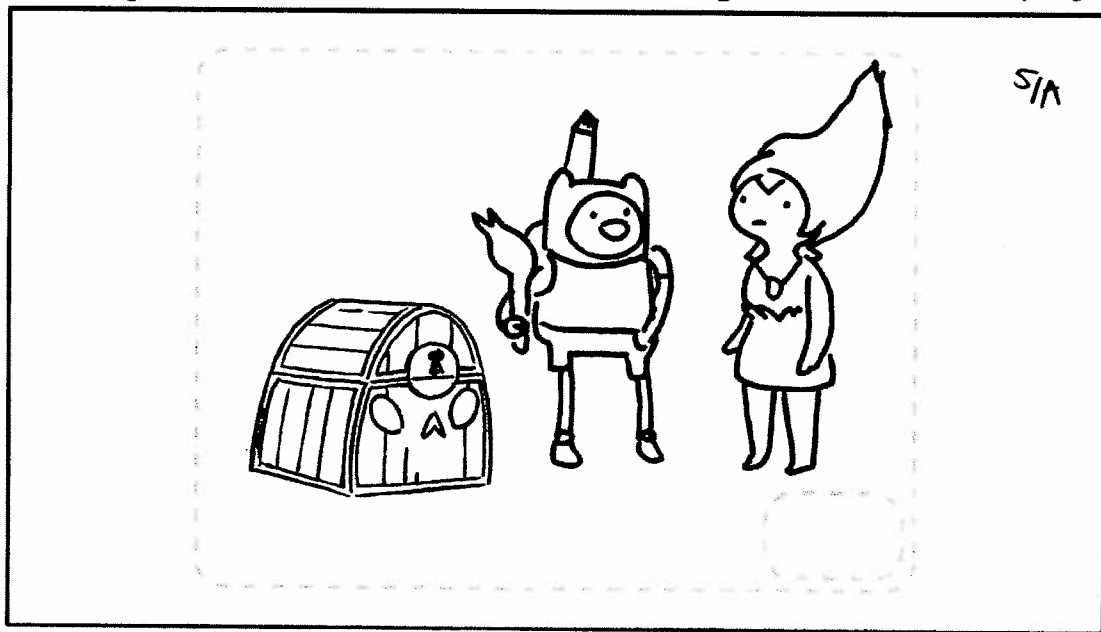


Sc. 78

Pnl. B

Bg.

day night



Dialog:	
<u>F</u> / NOPE!	<u>F</u> / THIS KEY'S FOR SOMETHIN' ELSE
Action:	
Finn pockets key	
Timing:	

EPISODE # 1014-116  
Production :

# ADVENTURE TIME



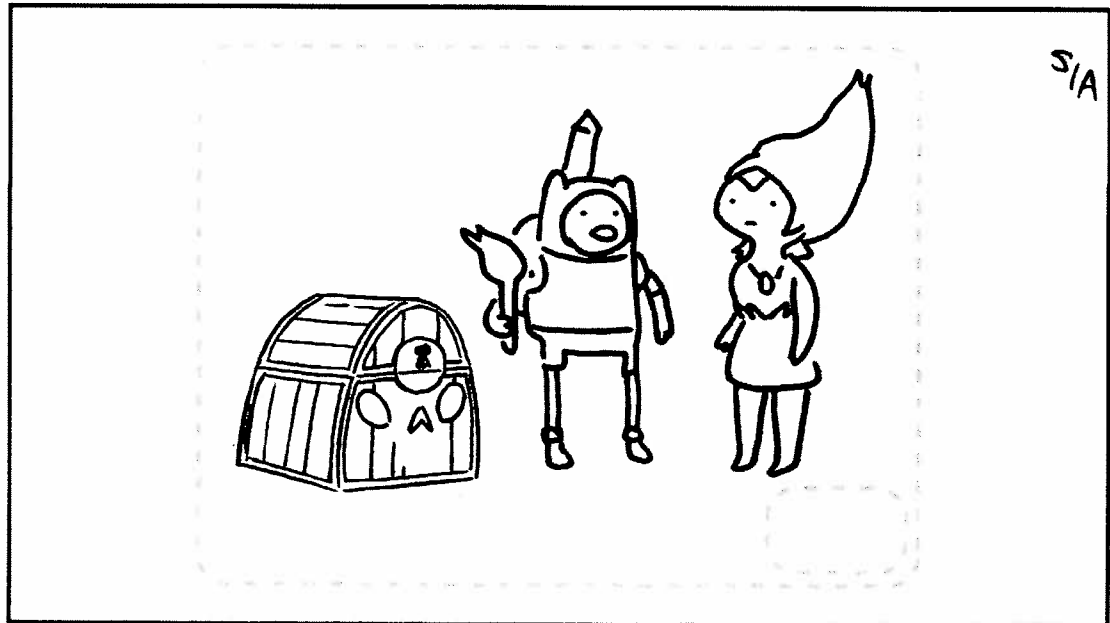
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Sc. 78

Pnl. C

Bg.

day night



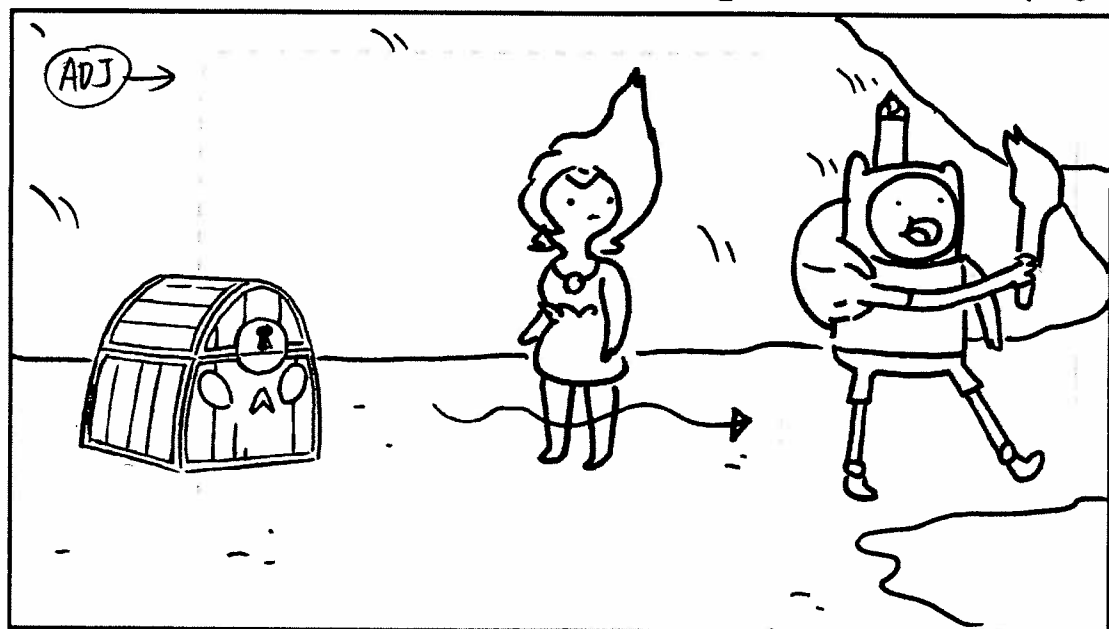
S/A

Sc. 78

Pnl. D

Bg.

day night



ADJ →

Dialog:	
<u>F</u> / HA HA, OH WELL.	<u>F</u> / <sup>♪</sup> A DUNGEON CRAWL ... IT'S THE GREATEST CRAWL OF ALL ..
Action:	
- FINN SHRUGS	- FINN WALKS PAST F.P. - ADJ. W/ FINN.
Timing:	

EPISODE# 1014-116

Production :

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# ADVENTURE TIME



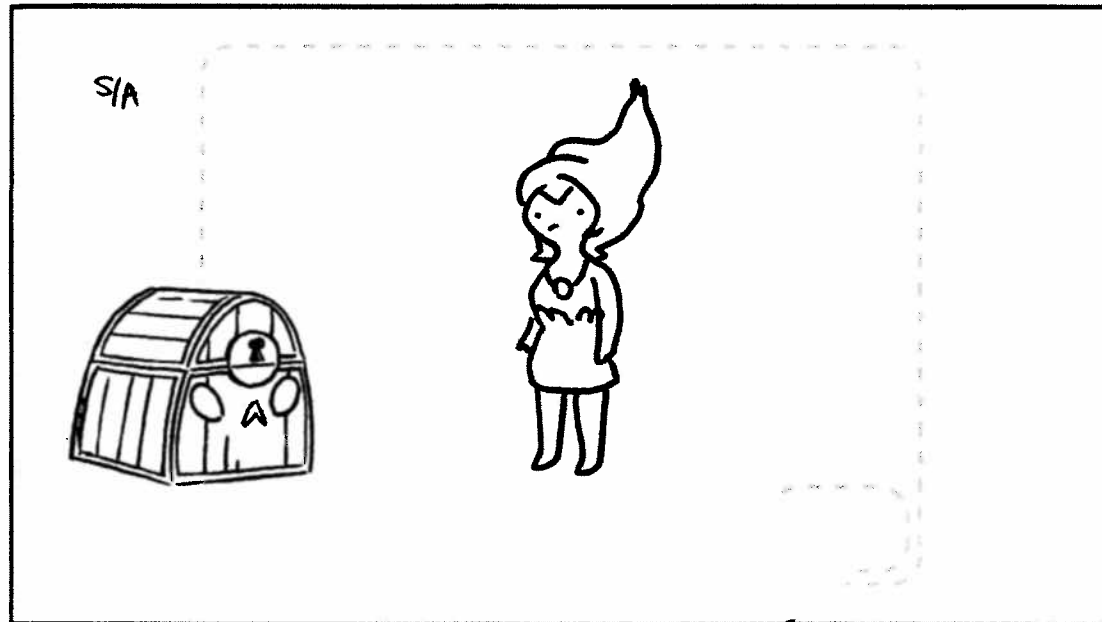
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Sc. 78

Pnl. E

Bg.

day night

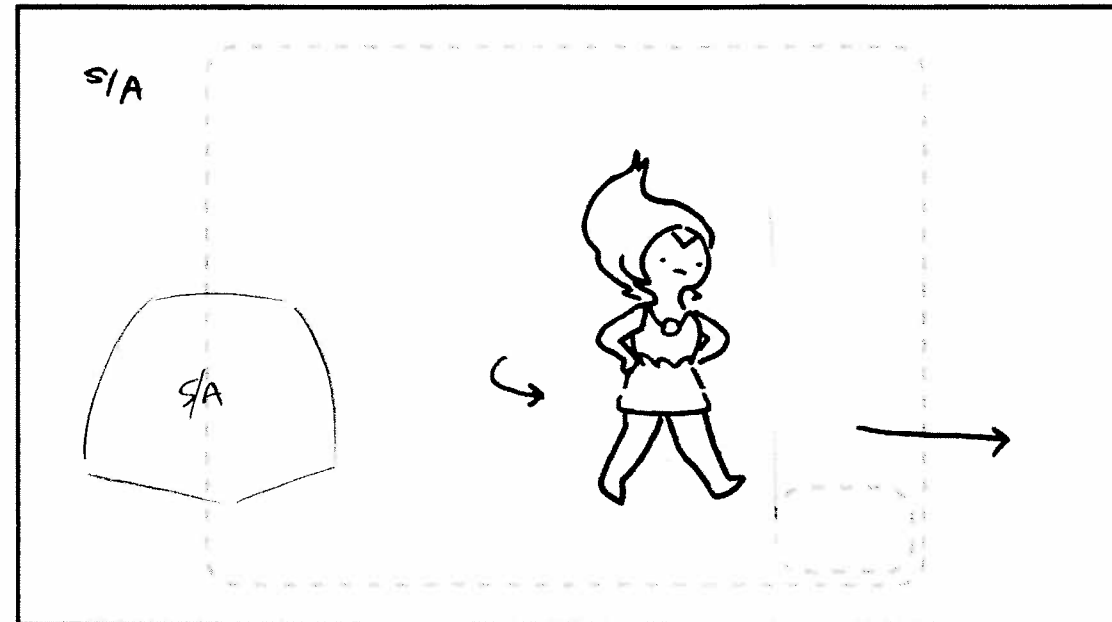


Sc. 78

Pnl. F

Bg.

day night



Dialog:

F/(OS) ♪ WE'RE GOIN'  
BACK TO WHERE  
WE WERE...

Action:

Timing:



FP puts hands  
on hips

F/(OS) ♪ IT'S A DUNGEON CRAWL ..

turns and  
follows Finn



EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 150

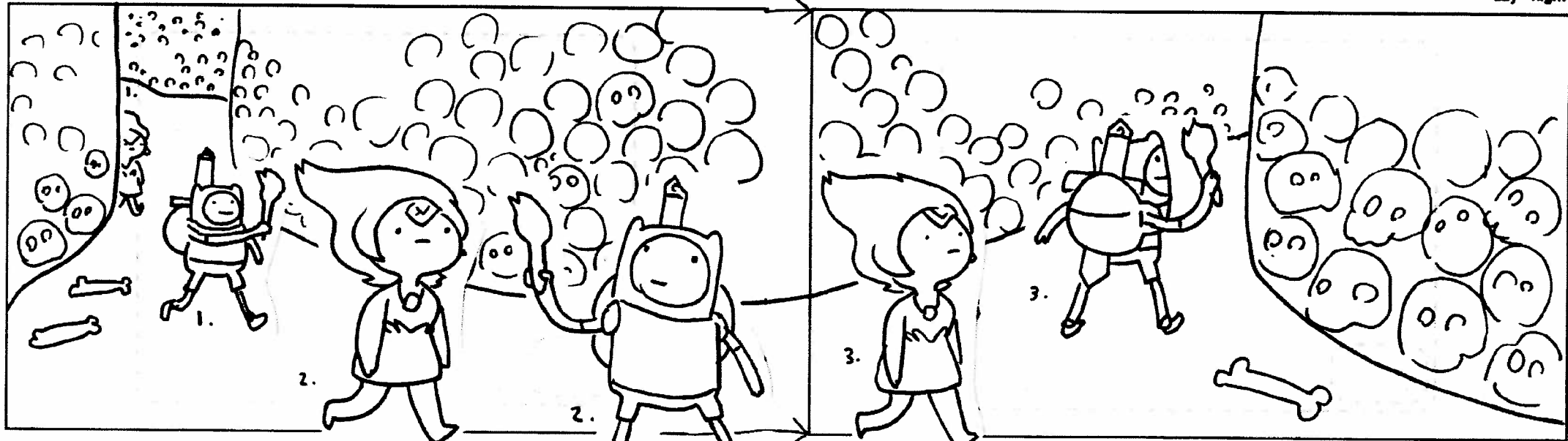
Sc. 79

Pnl. A

Bg.

day night

day night



START

STOP

Dialog:

Action:

- F LOOKS AROUND AS HE WALKS  
DOWN CORRIDOR.

A D J

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 151

Sc. 80

Pnl. A

Bg.

day night

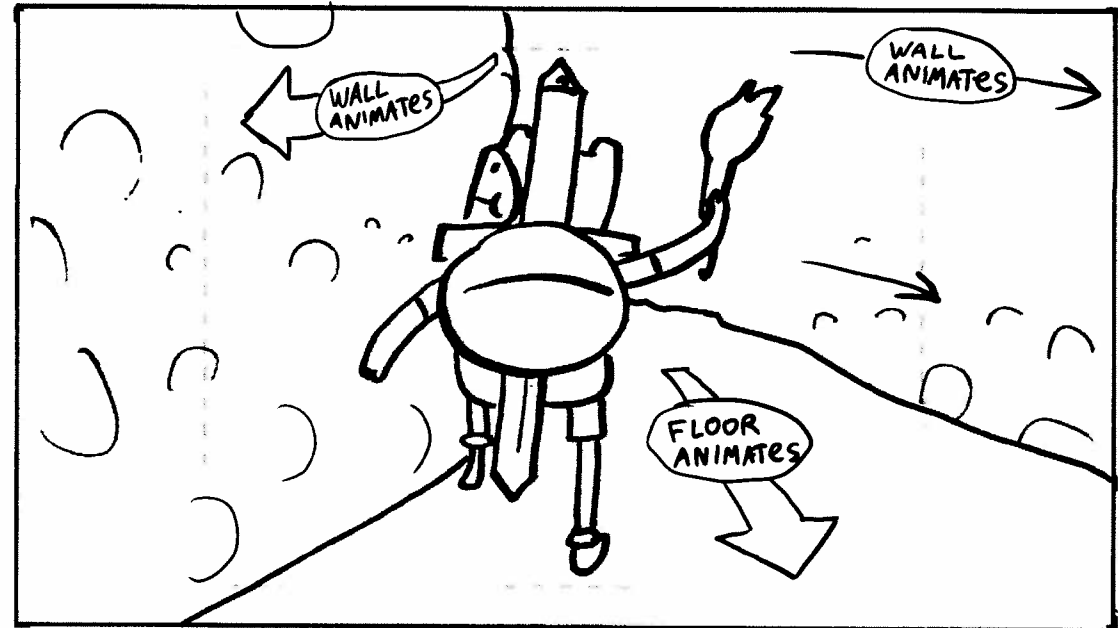


Sc. 81

Pnl. A

Bg.

day night



Dialog:

FP/ (VO) JEEZ, THIS IS KINDA BORING.

FP/ (VO) AT LEAST HE'S WALKING FAST

Action:

← BG

FP'S POV OF FINN WALKING AHEAD OF HER

Timing:

BG ANIMATES

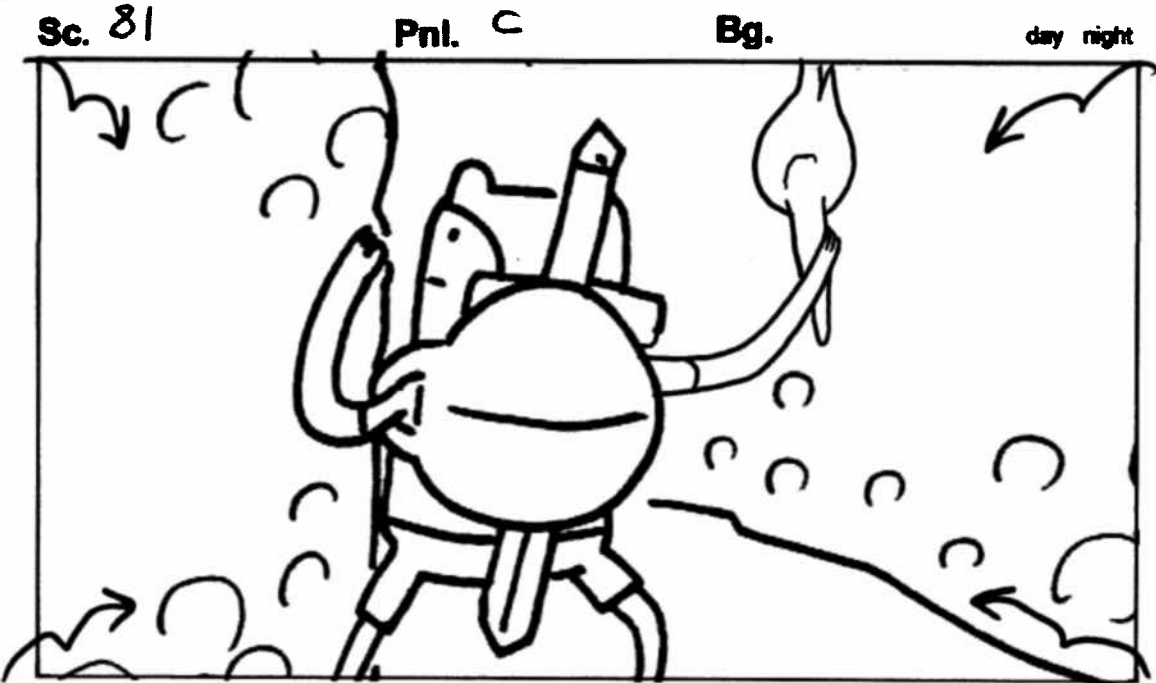
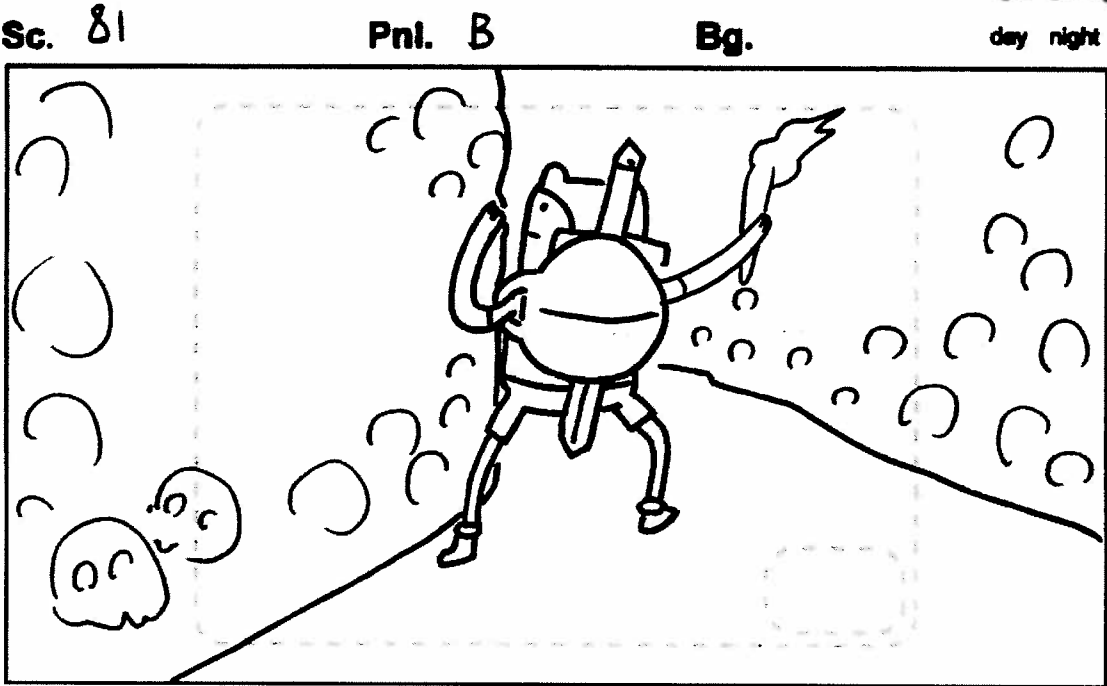


EPISODE # 1014-116

Prox

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ADVENTURE TIME



Dialog:	
Action:	- Finn stops and peers around corner. - CAM STEPS FWD, TRUCKING IN ON FINN
Timing:	- BG STOPS ANIMATING

EPISODE # 1014-116  
Production :

# ADVENTURE TIME



Page 152A

Sc. 81

Pnl. D

Bg.

day night



Sc. 81

Pnl. E

Bg.

day night



Dialog:



Finn waves  
her to come on  
(cycle ① & ②)

Action:

FINN WALKS AWAY FROM CAM  
LEFT WALL SLIDES TOWARDS CAM & WEST  
BG SCALES BIGGER WHILE TRUCKING

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



153

Page \_\_\_\_\_

Sc. 81

Pnl. F

Bg.

day night

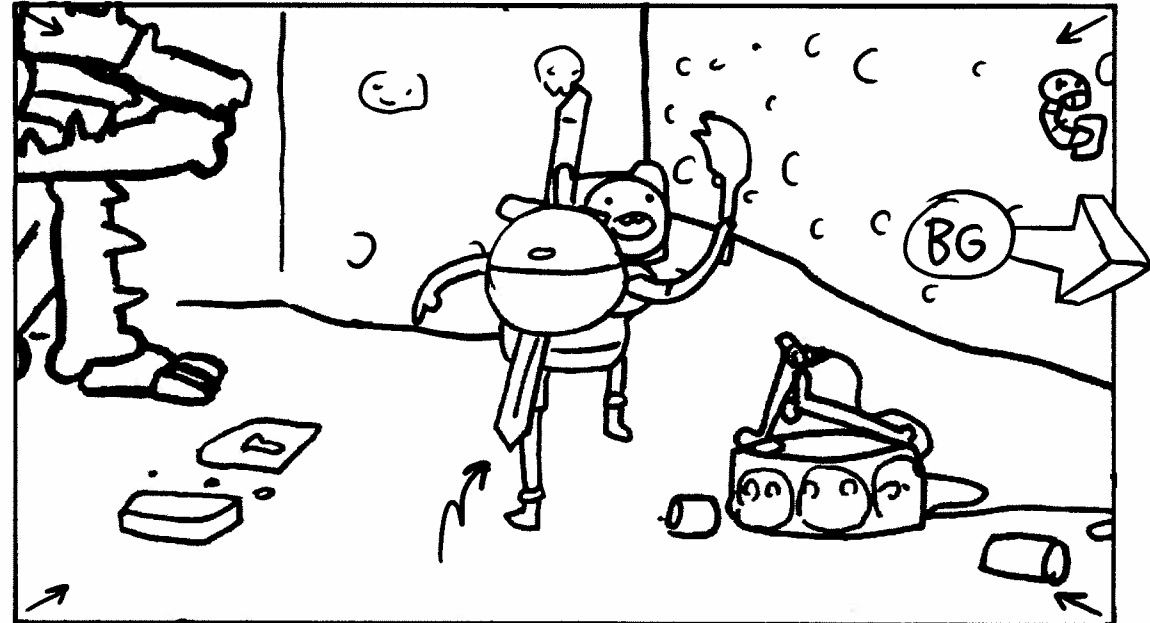


Sc. 81

Pnl. G

Bg.

day night



Dialog:

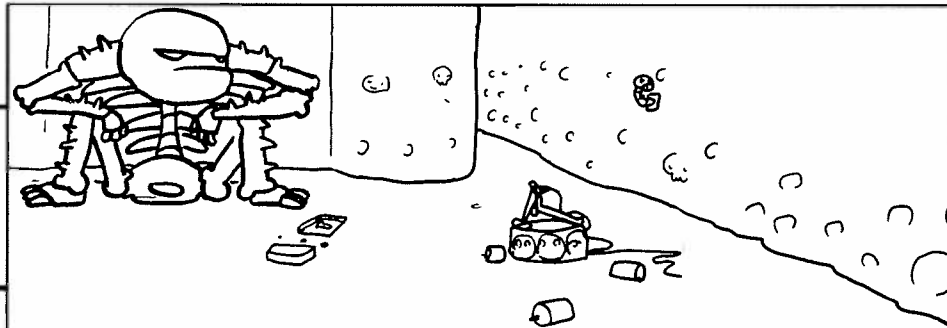
BG

LEFT WALL SLIDES TOWARDS CAM & WEST  
BG SCALES BIGGER WHILE TRUCKING

F/ (whisper) THAT'S WHERE I  
FOUND THE KEY.

Action:

BG REFERENCE:



Finn points  
at hole in the  
ground

BG

Timing:

EPISODE# 1014-116

Production :

# ADVENTURE TIME



Page 154

Sc. 82

Pnl. A

Bg.

day night

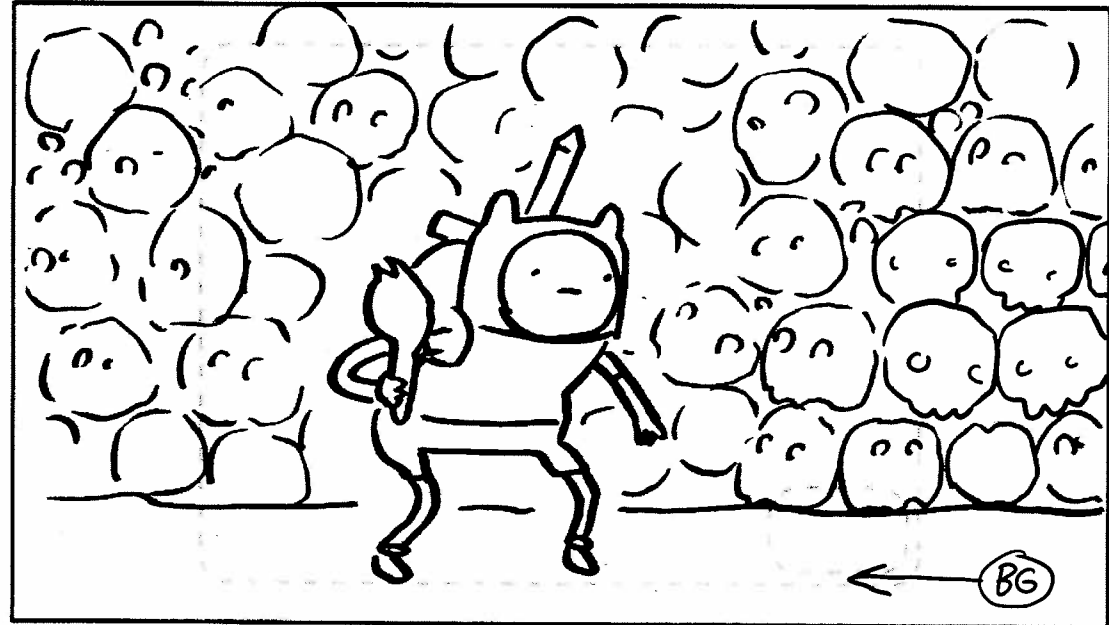


Sc. 83

Pnl. A

Bg.

day night



Dialog:

Action:

←  
BG

ADJ

→

Finn, creeping  
along ..

Timing:

1014-116

EPISODE #

Production :

ADVENTURE TIME

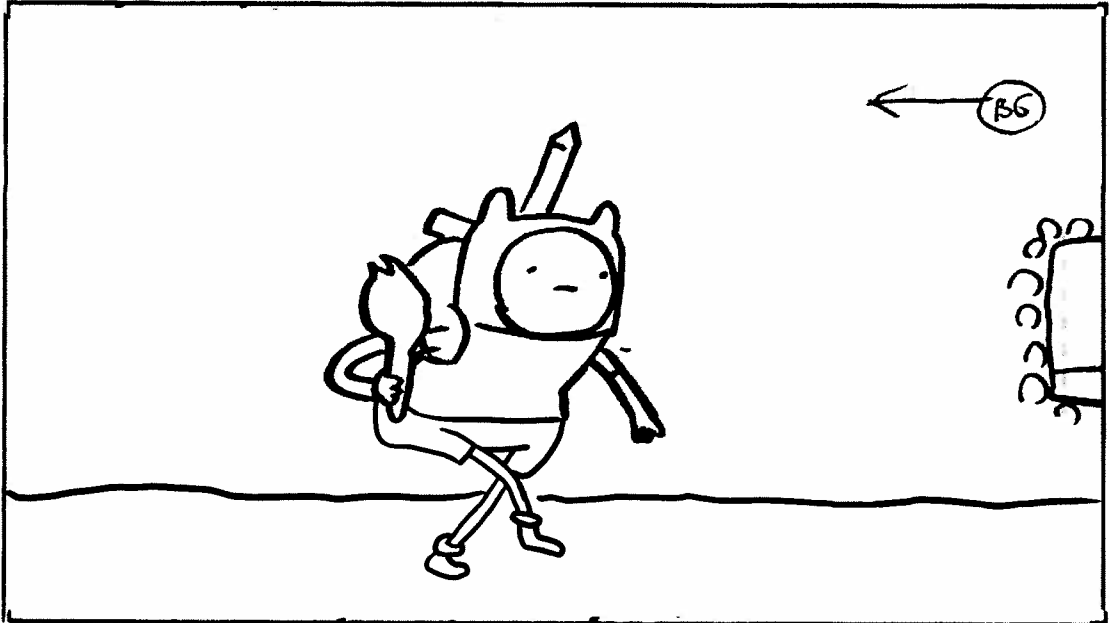


Sc. 83

Pnl. B

Bg.

day night

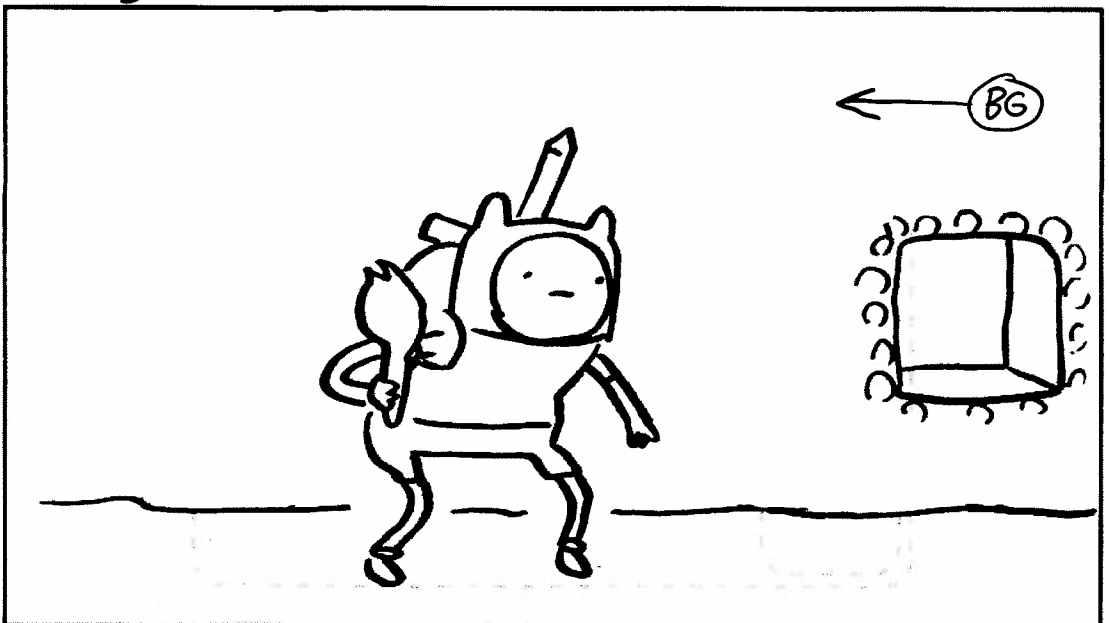


Sc. 83

Pnl. C

Bg.

day night



Dialog:
Action: ← BG
Timing:

1014-116

EPISODE #

Production :



# ADVENTURE TIME



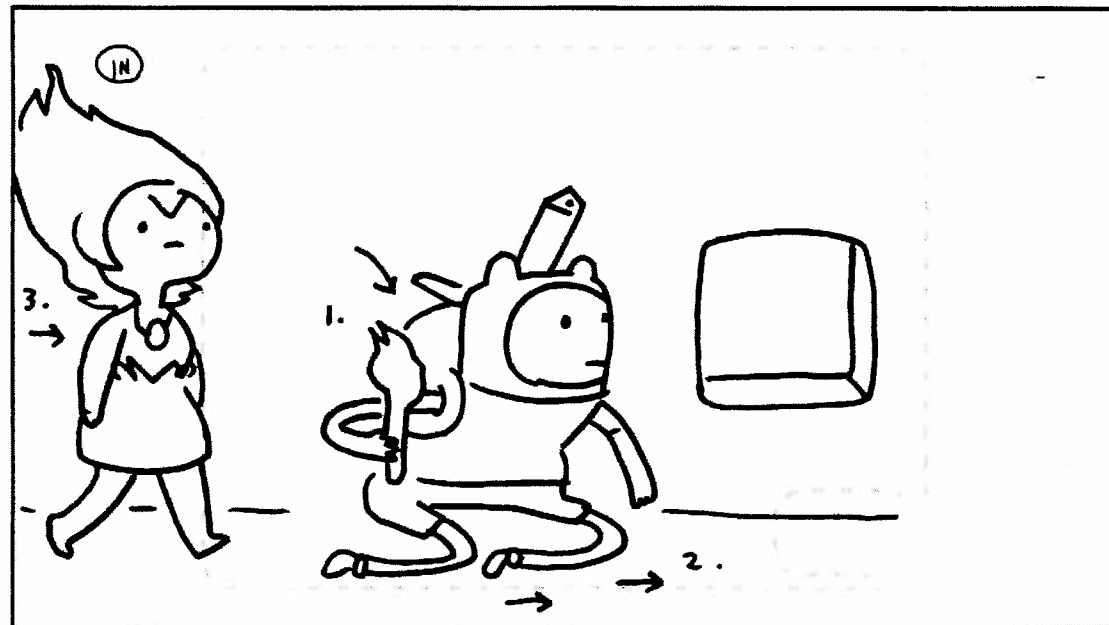
Page 155

Sc. 83

Pnl. B

Bg.

day night

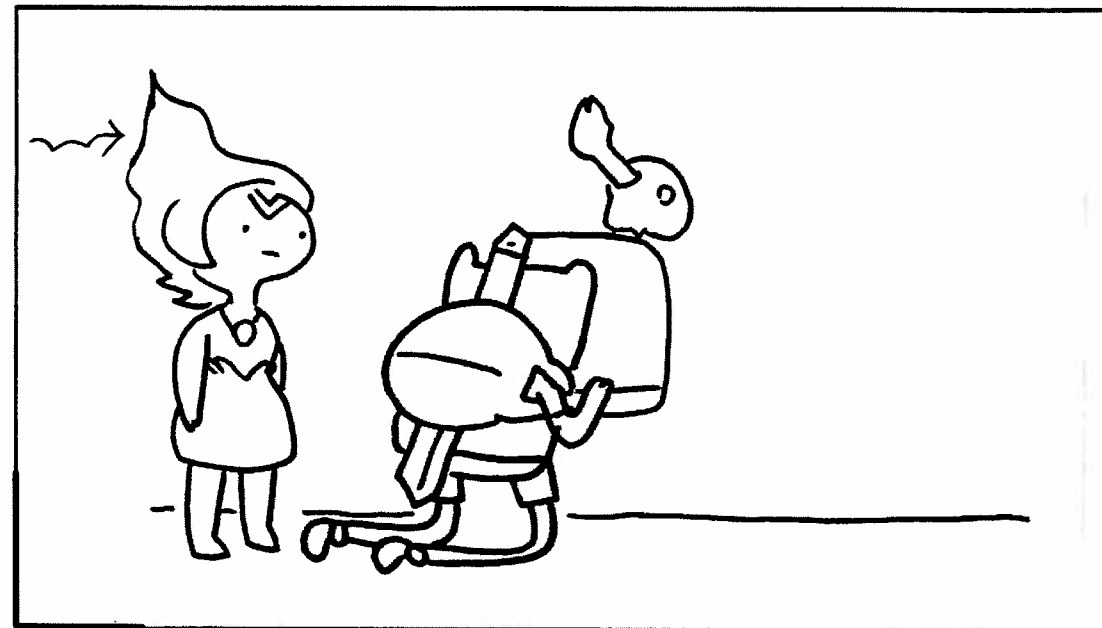


Sc. 83

Pnl. C

Bg.

day night



Dialog:

Action:

1. Finn drops to his knees
2. scooches forward to window
3. FP enters

Timing:



. Finn sticks  
torch in skull

looks through  
window

EPISODE # 1014-116

Production :

# ADVENTURE TIME



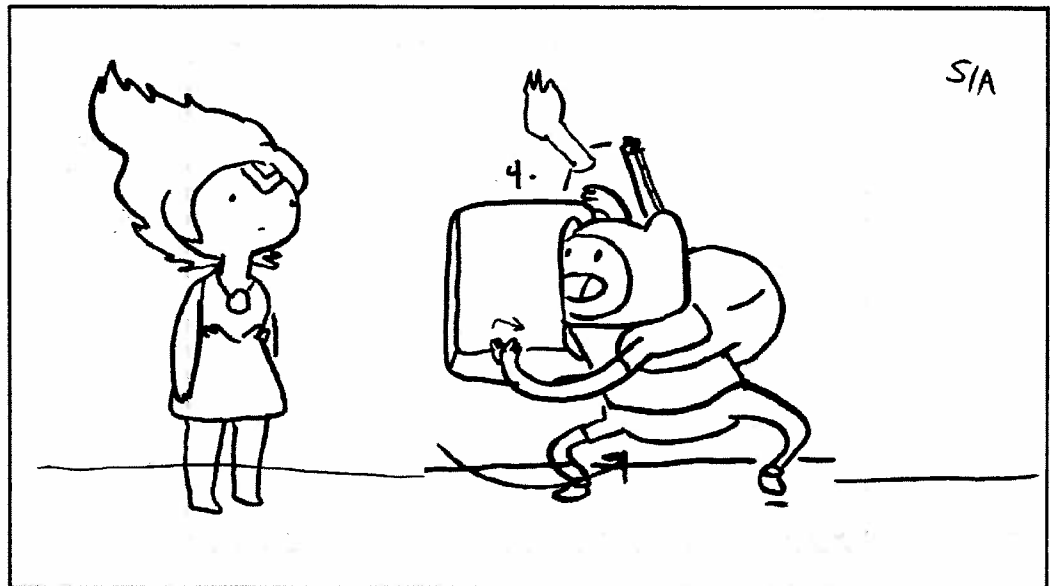
Page 156

Sc. 83

Pnl. D

Bg.

day night

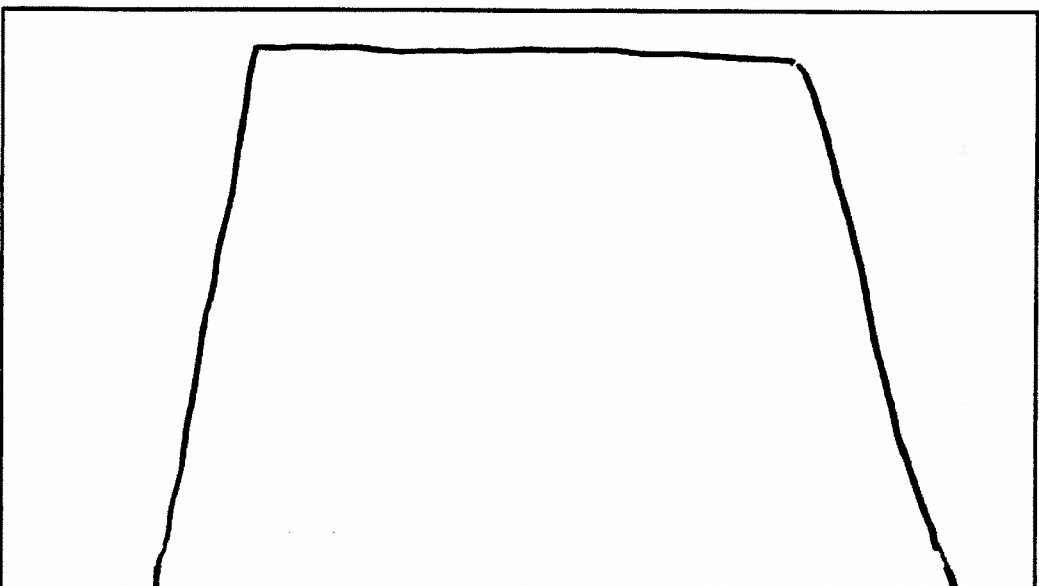


Sc. 84

Pnl. A

Bg.

day night



Dialog:

Action:



Finn motions to  
Come forward.

Timing:

1. Finn sees something
2. hops up
3. shuffle spins around

EPISODE # 1014-116

Production :

# ADVENTURE TIME



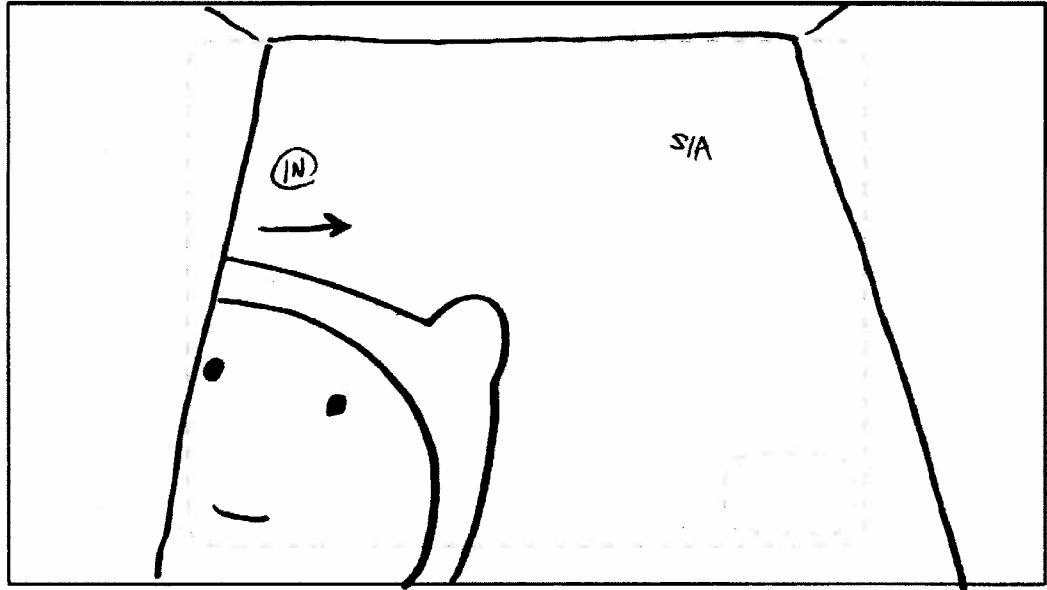
Page 157

Sc. 84

Pnl. B

Bg.

day night



Sc. 84

Pnl. C

Bg.

day night



Dialog:

Action:

- FINN SLIDES ON/S.

- FP SLIDES ON/S.

Timing:

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# ADVENTURE TIME

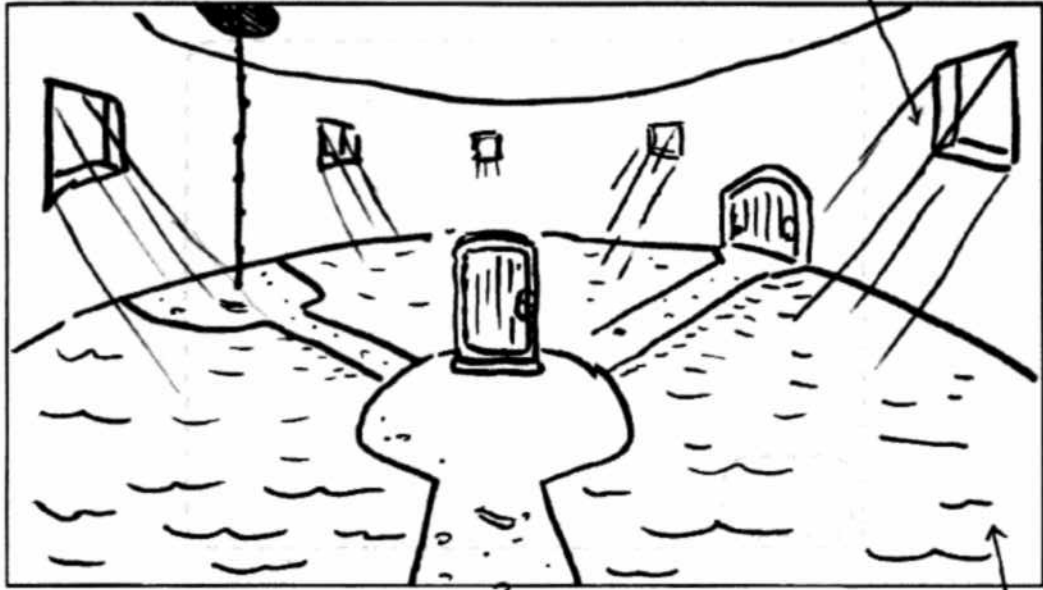


Sc. 85

Pnl. A

Bg.

day night

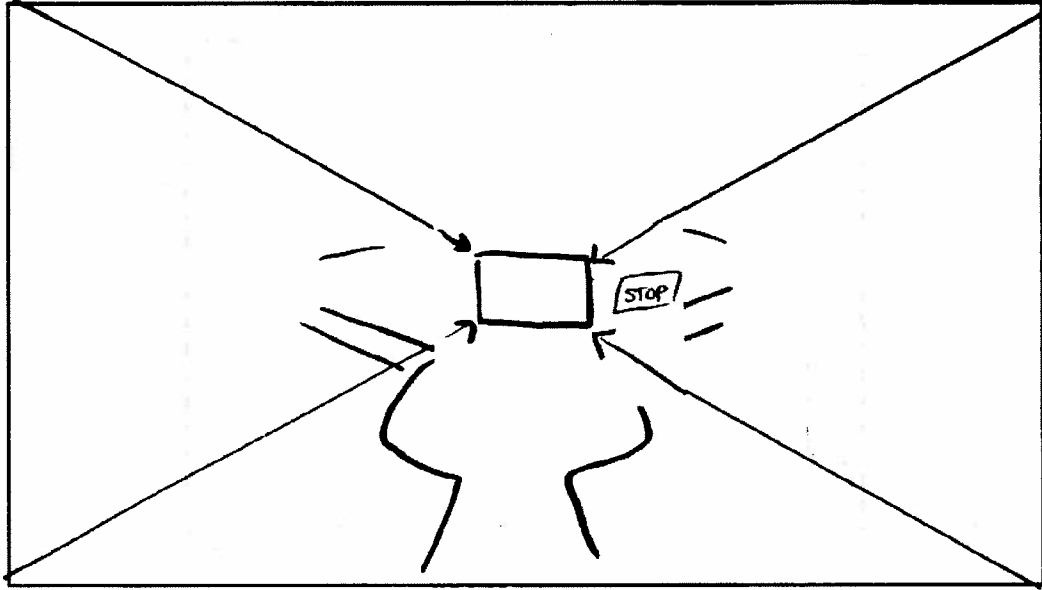


Sc. 85

Pnl. B

Bg.

day night



Dialog:

Action:

- TRUCK IN ON SARCOPHAGUS DOOR.

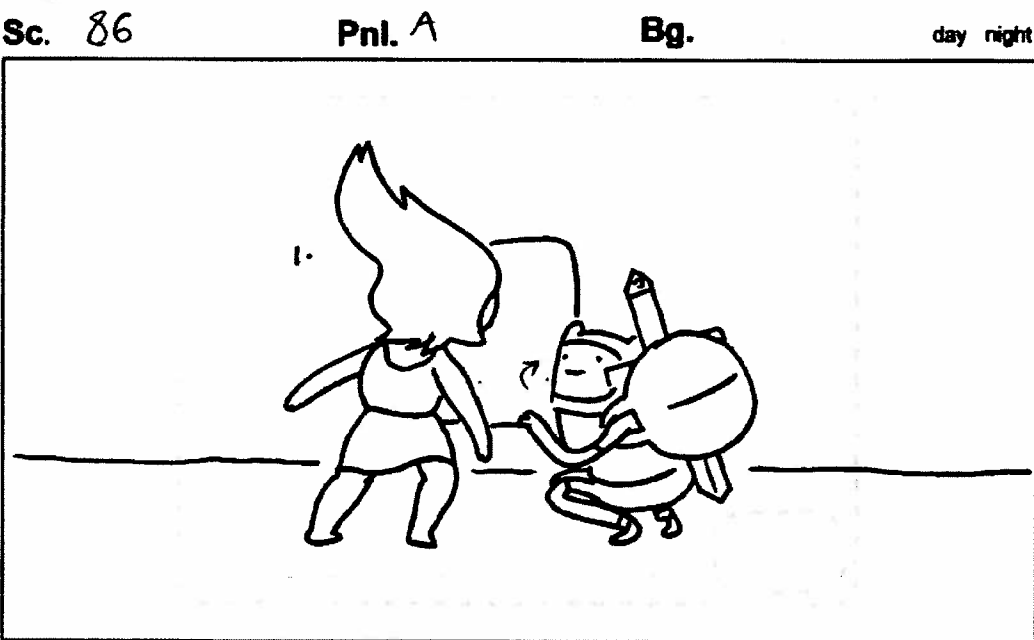
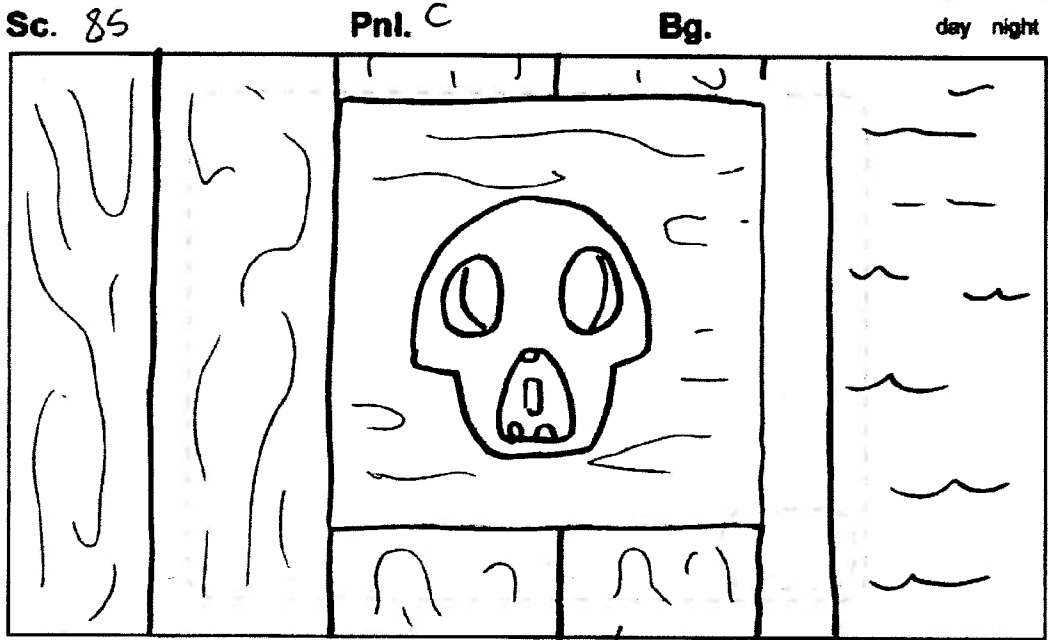
Timing:

EPISODE # 1014-116


START

Production :

ADVENTURE TIME



Dialog:	
Action:	
Timing:	

2.  FP looks at Finn

EPISODE # 1014-116

Production :

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ADVENTURE TIME

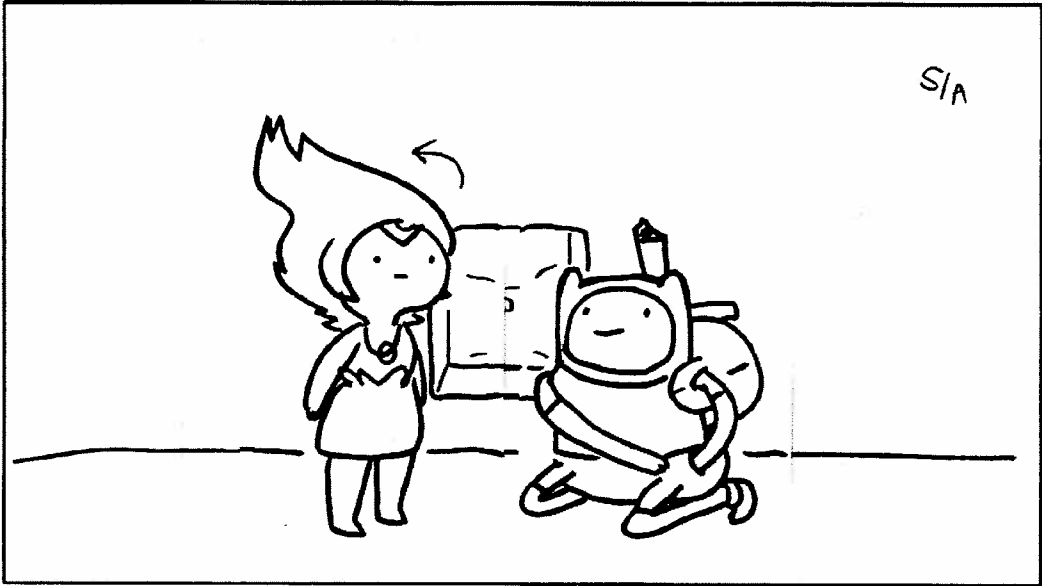


Sc. 86

Pnl. B

Bg.

day night

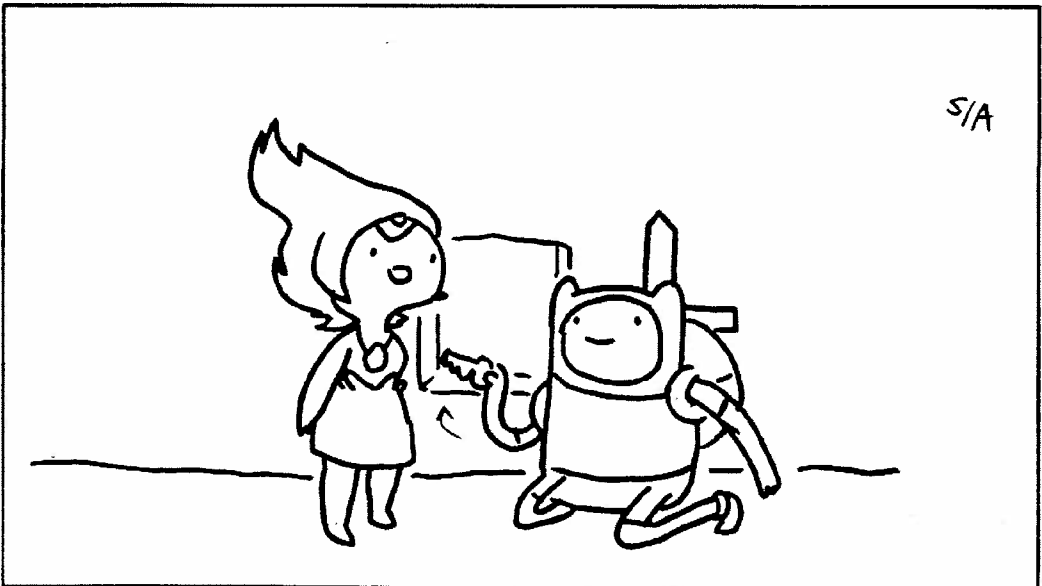


Sc. 86

Pnl. C

Bg.

day night



Dialog:

Action:

FP Faces Finn

Finn Faces FP and reaches in his pocket

Pulls out the key

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



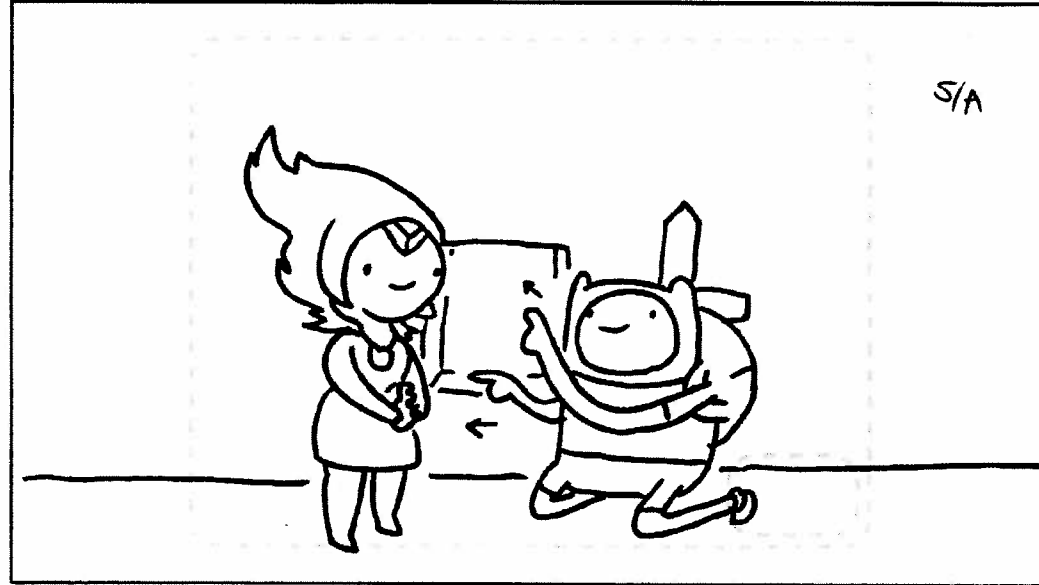
Page 161

Sc. 86

Pnl. D

Bg.

day night

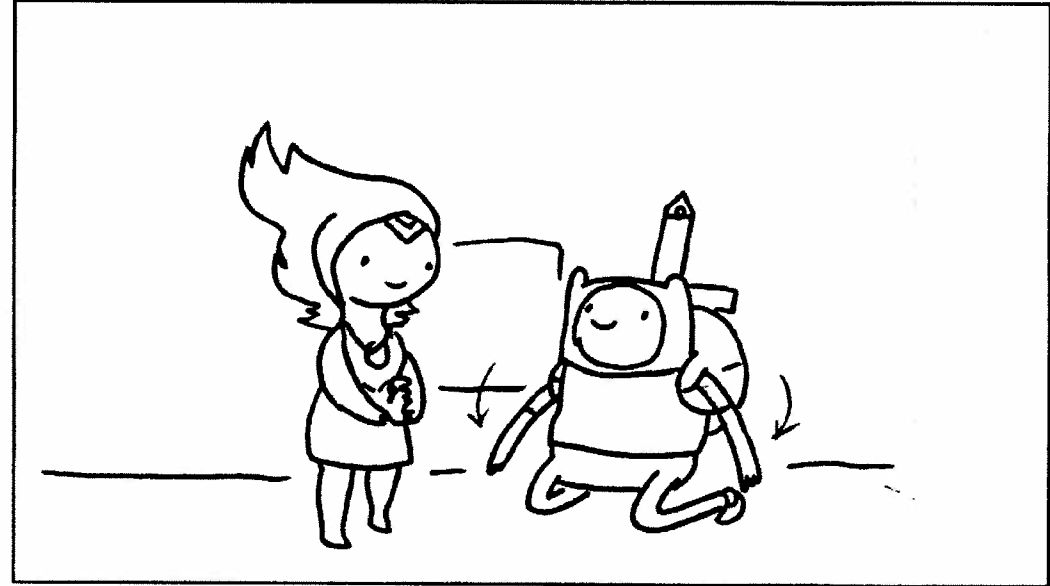


Sc. 86

Pnl. E

Bg.

day night



Dialog:

Action:

Finn motions for her  
to go try the key.

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 162

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
86	F			

<p><b>Dialog:</b></p>
<p><b>Action:</b></p> <p style="text-align: center;">- FP crawls through the window</p>
<p><b>Timing:</b></p>

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Production :

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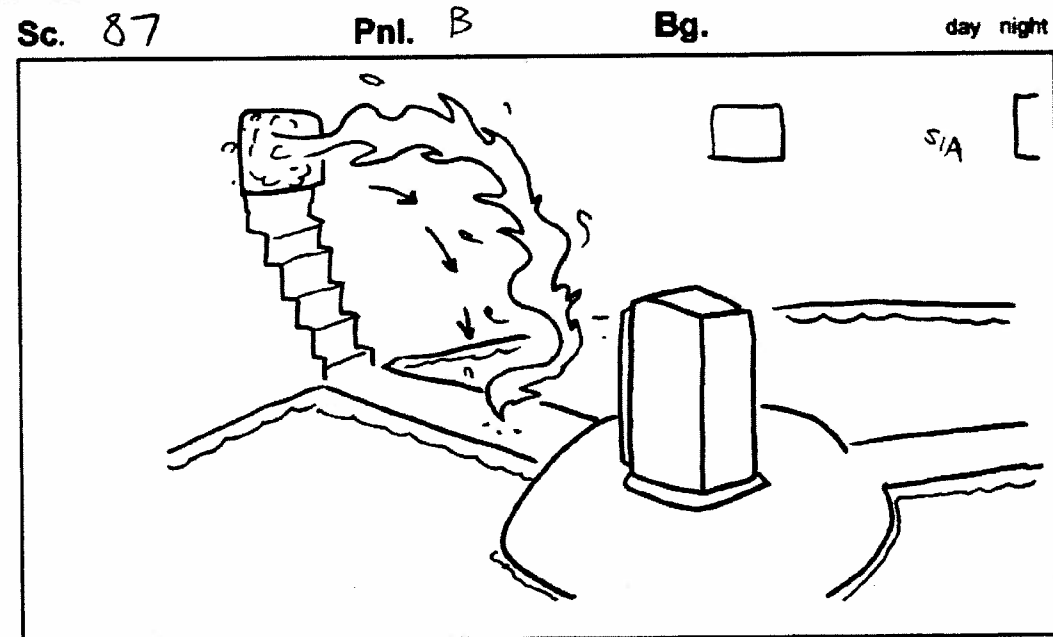
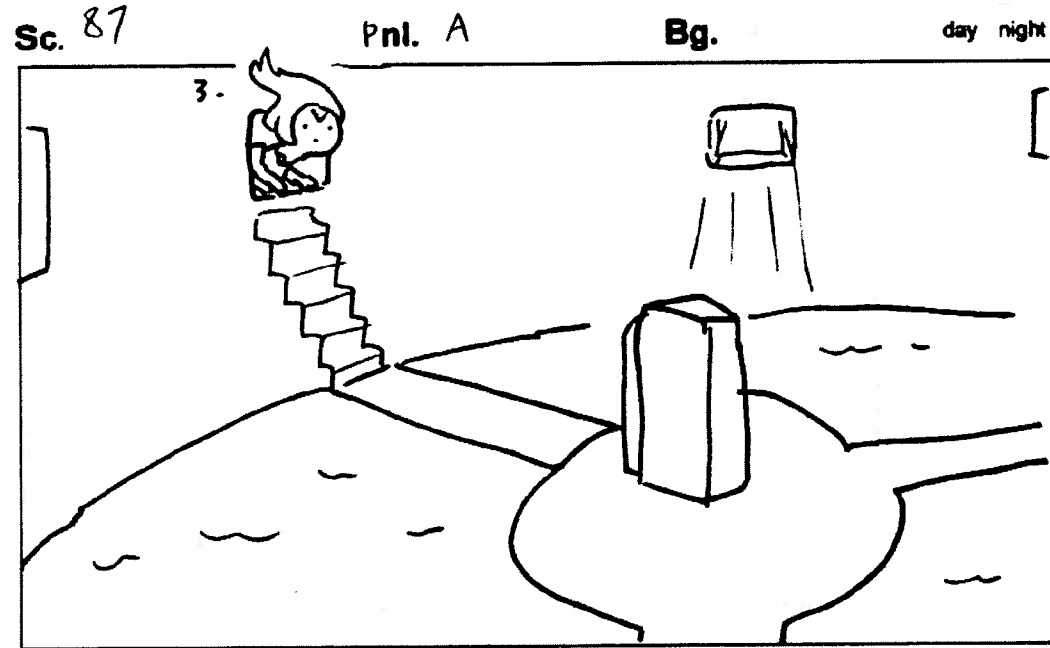




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# ADVENTURE TIME



Page 163



Dialog:	
 	
Action:	- FP flame travels to bridge
Timing:	

EPISODE # 1014-116      Production :

ADVENTURE TIME

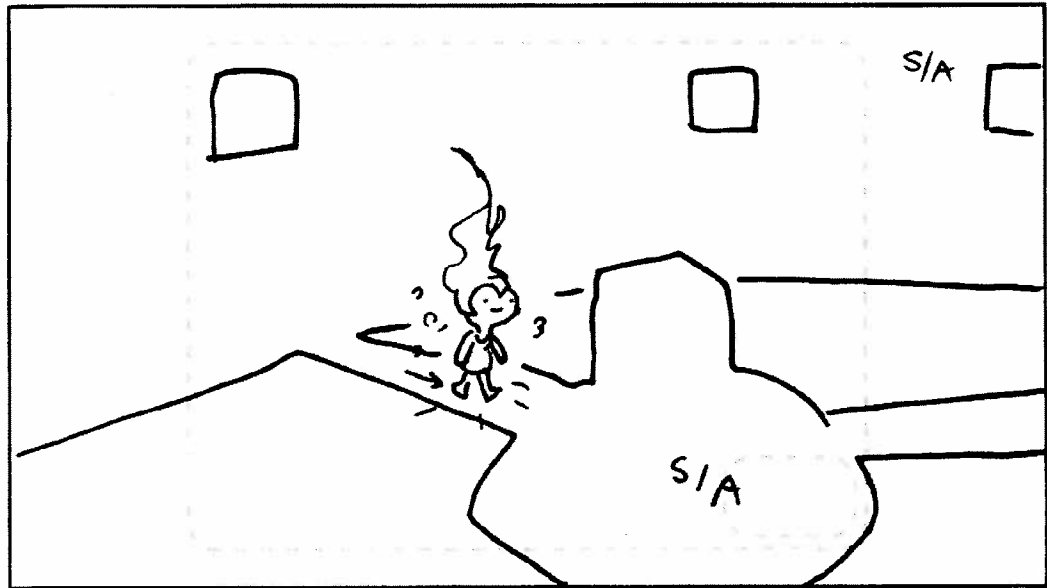


Sc. 87

Pnl. C

Bg.

day night

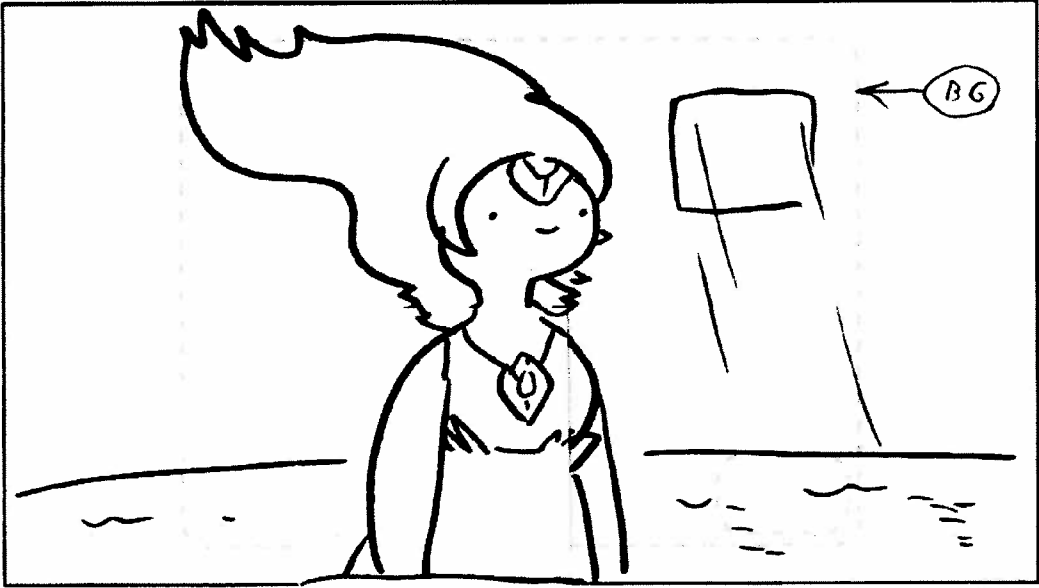


Sc. 88

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

BG ←

EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 165

Sc. 88

Pnl. B

Bg.

day night

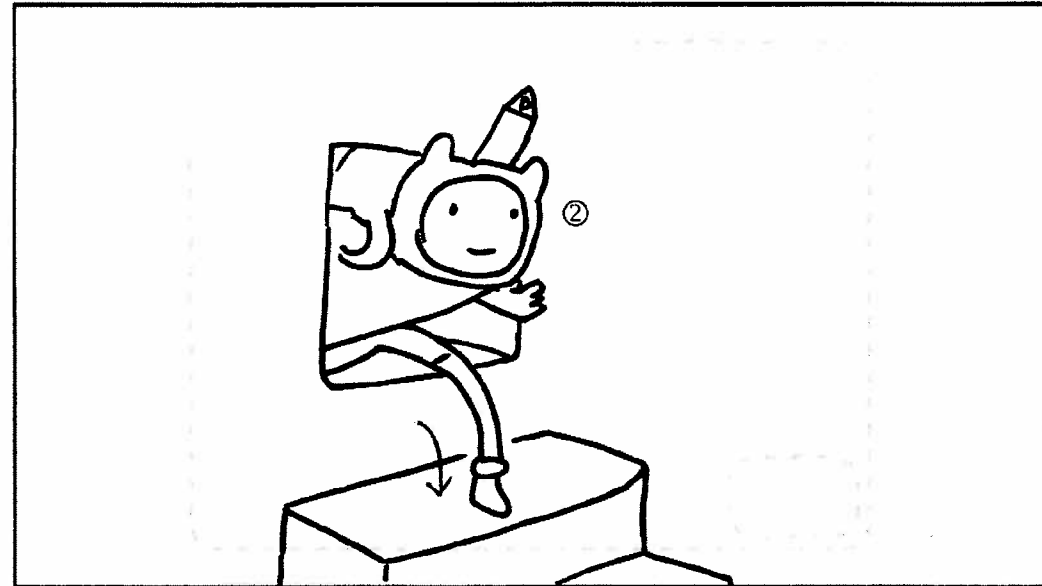


Sc. 89

Pnl. A

Bg.

day night



Dialog:

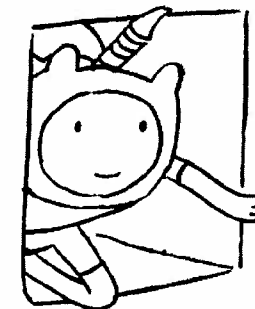
Action:

← B6

F.P looks back at  
Finn as she walks toward the box

- FINN STEPS OUT OF PASSAGE.

Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME



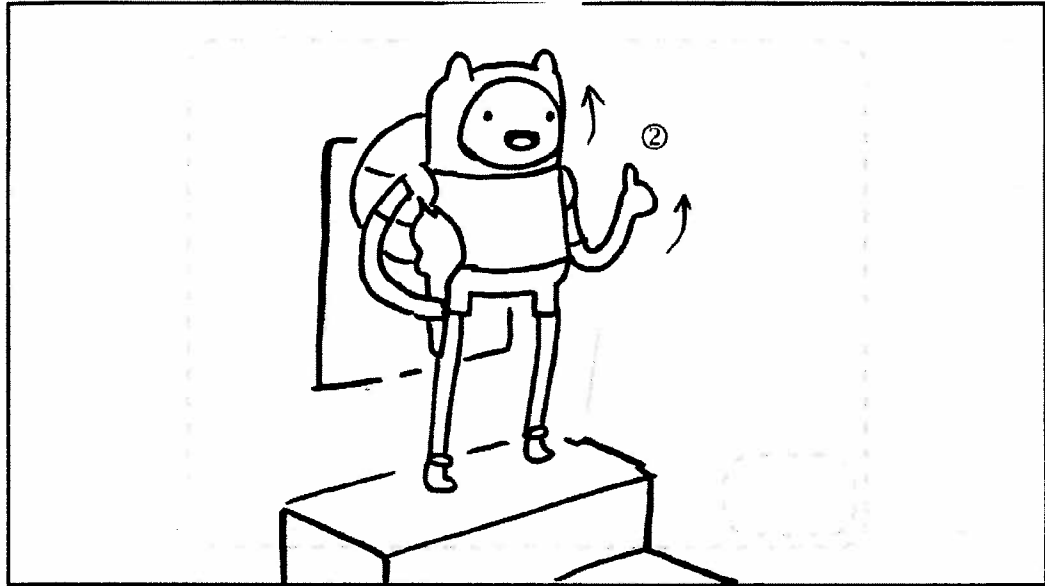
Page 166

Sc. 89

Pnl. B

Bg.

day night

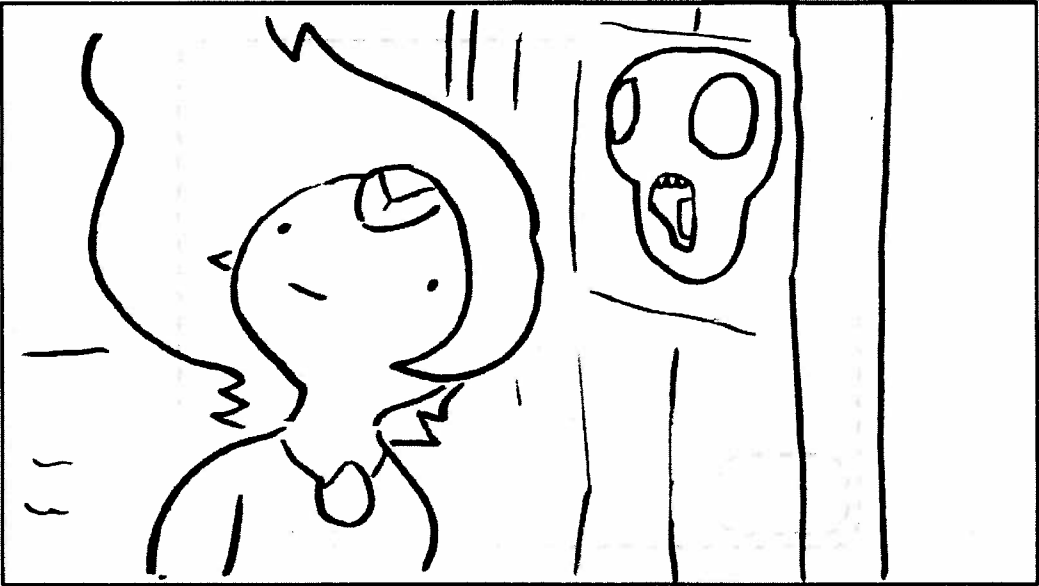


Sc. 90

Pnl. A

Bg.

day night



Dialog:	
Action:	-FINN GIVES A THUMBS UP.
Timing:	

EPISODE # 1014-116

Production :

ADVENTURE TIME

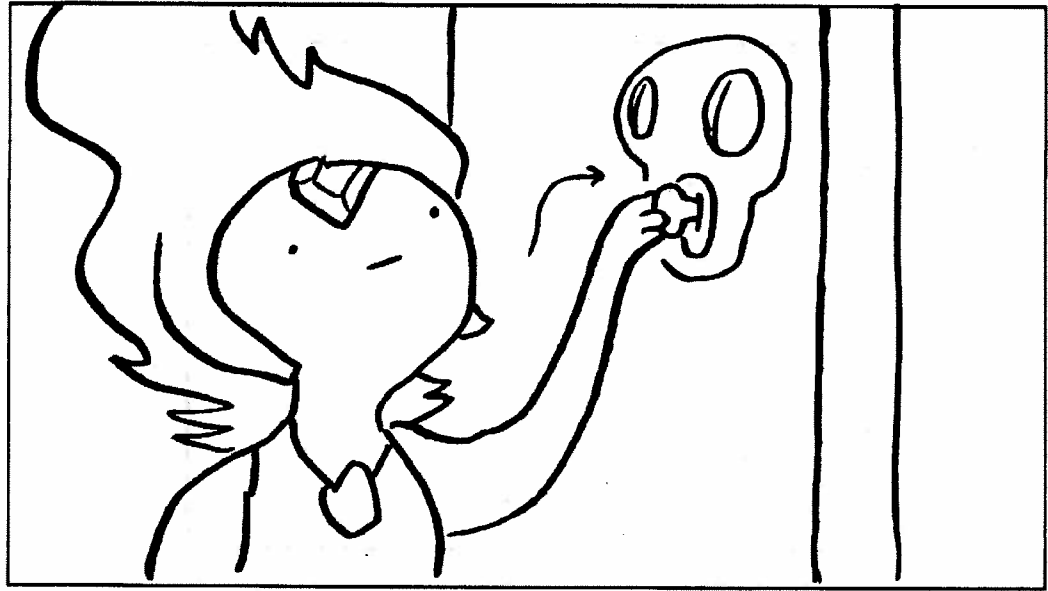


Sc. 90

Pnl. B

Bg.

day night



Sc. 90

Pnl. C

Bg.

day night



Dialog:

SFX/ <click>

Action:

FP puts the key in  
the lock and turns

Door opens !  
FP backs up

Timing:

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ADVENTURE TIME

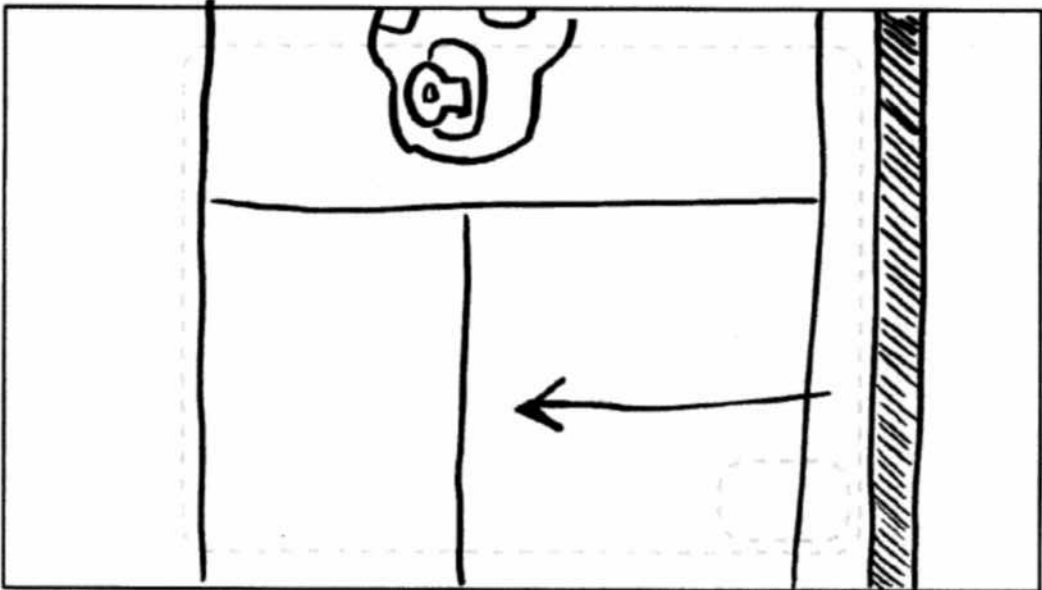


Sc. 91

Pnl. A

Bg.

day night

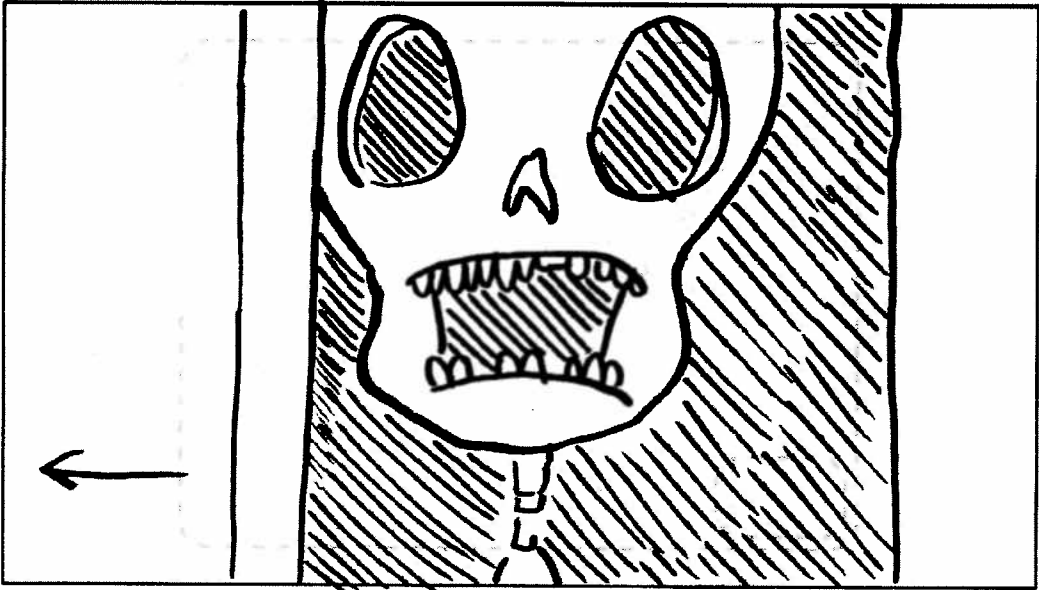


Sc. 91

Pnl. B

Bg.

day night



Dialog:

OLD BONEY / HAHHHHHCHH !

Action:

- DOOR OPENS.

Timing:

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ADVENTURE TIME



Sc. 91

Pnl. C

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog:
Action:
Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 169

Sc. 92

Pnl. A

Bg.

day night

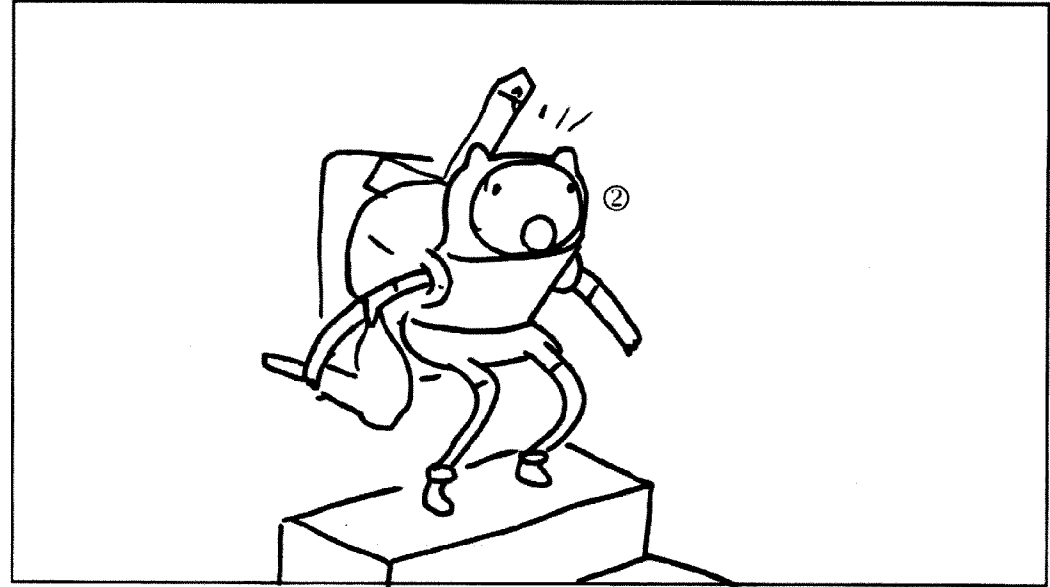


Sc. 93

Pnl. A

Bg.

day night



Dialog:

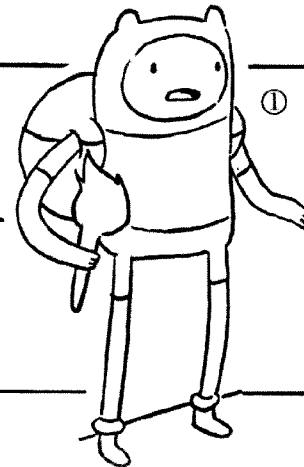
FP / AHHHH!

Action:

Timing:



F / SNAP DRAGONS!



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Production :



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ADVENTURE TIME



Sc. 94

Pnl. A

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog:	OB/ TAKE-
Action:	
Timing:	

EPISODE # 1014-116

Production :

# ADVENTURE TIME



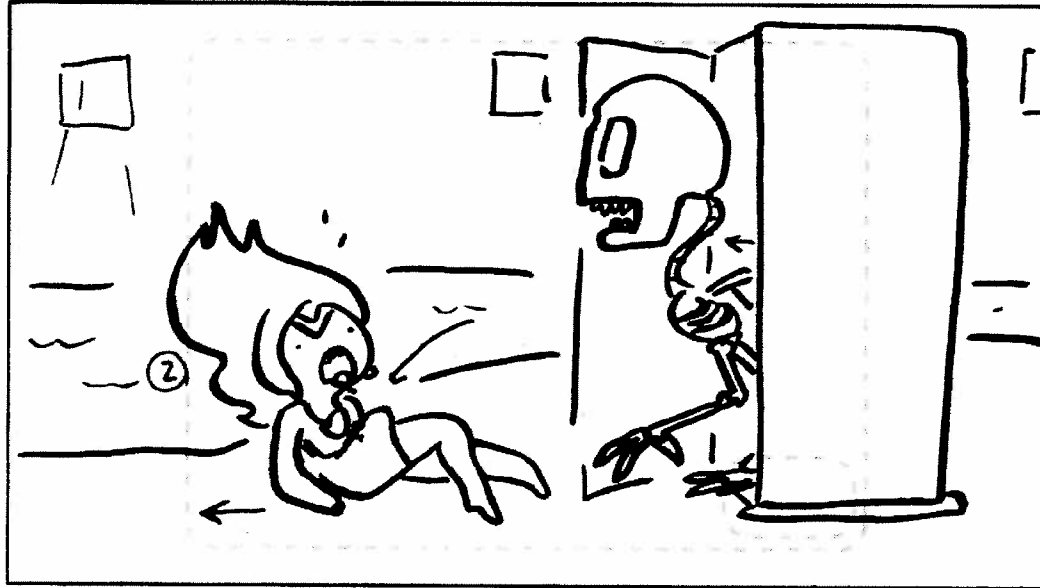
Page 170

Sc. 94

Pnl. B

Bg.

day night

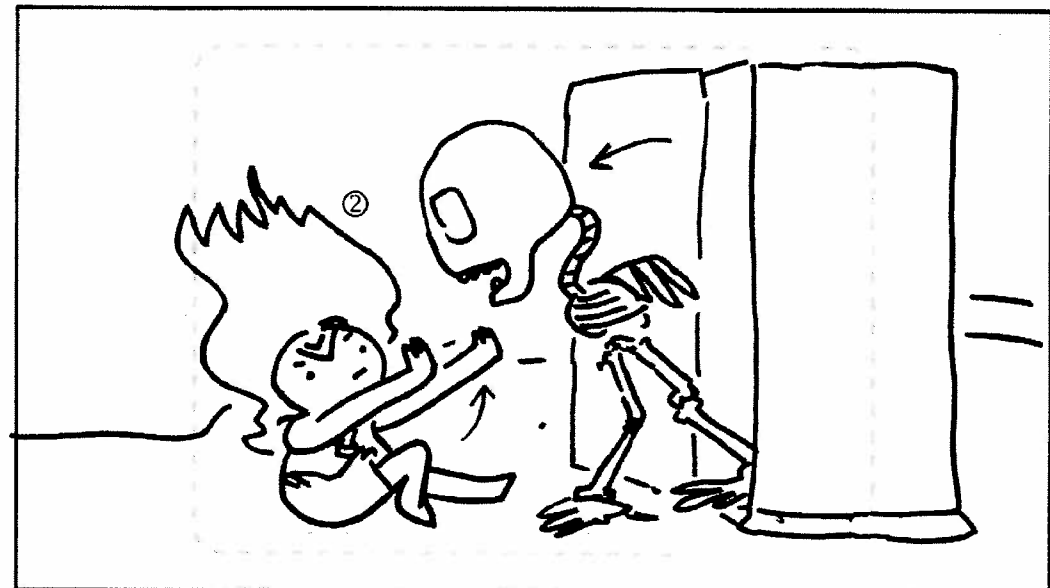


Sc. 94

Pnl. C

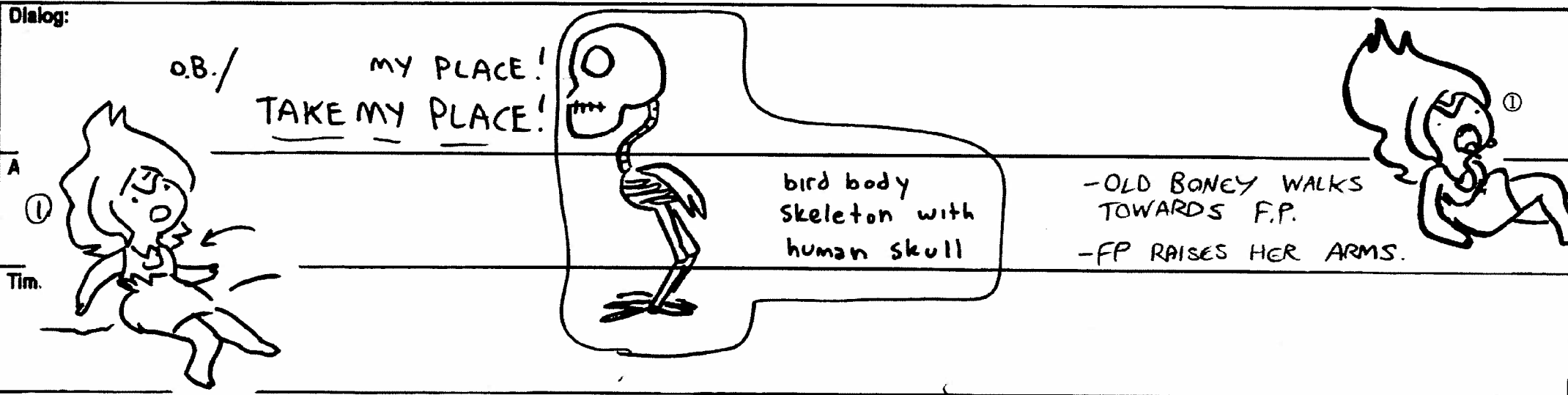
Bg.

day night



EPISODE # 1014-116

Dialog:



bird body  
skeleton with  
human skull

-OLD BONEY WALKS  
TOWARDS F.P.  
-FP RAISES HER ARMS.

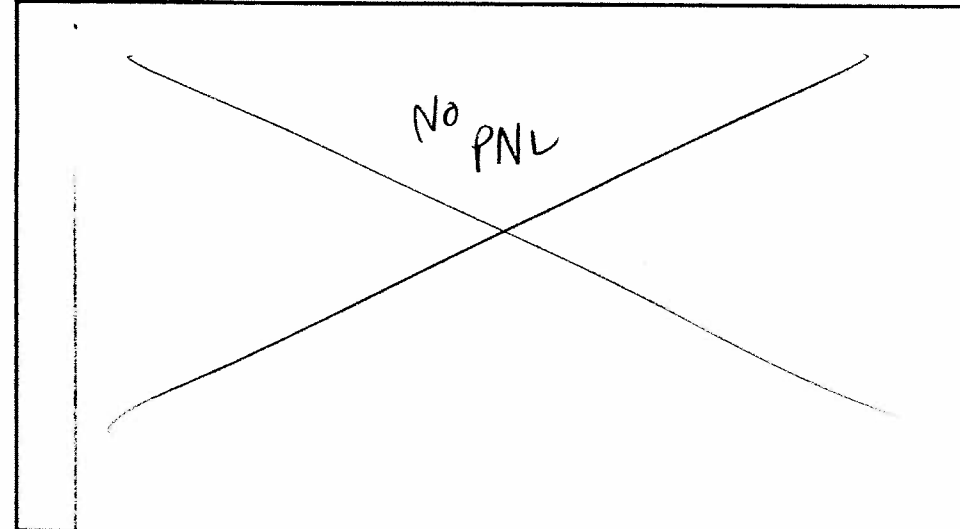
Production

# ADVENTURE TIME



Page 171

Sc. Pnl. Bg. day night Sc. 94 Pnl. D Bg. day night



Dialog

O.B.: TAKE MY - AAGH!!

Action

SFX: BLAST

Timing:

1. FP BLASTS OLD BONEY BACK  
INTO BOX .

→  
A D J

2. BOX TIPS BACK  
AS CAMERA ADJUSTS

EPISODE # 1014-116

Production :

ADVENTURE TIME



day night

Sc. 94

Pnl. E

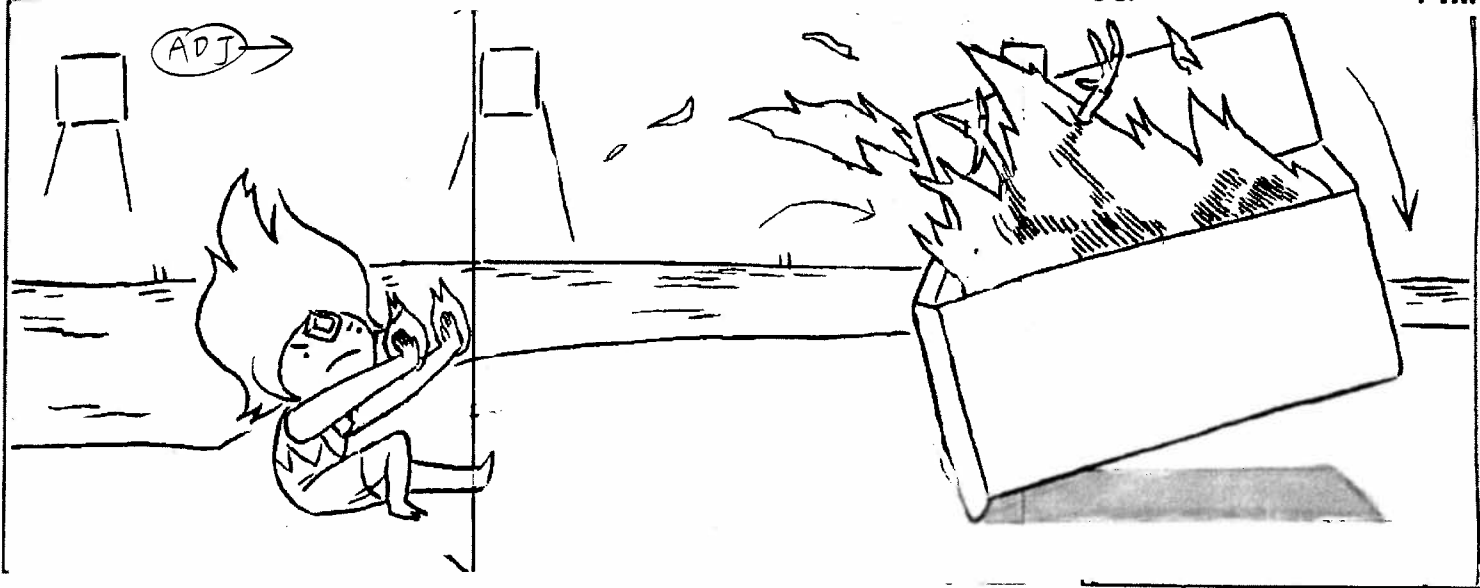
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:
Action:
Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



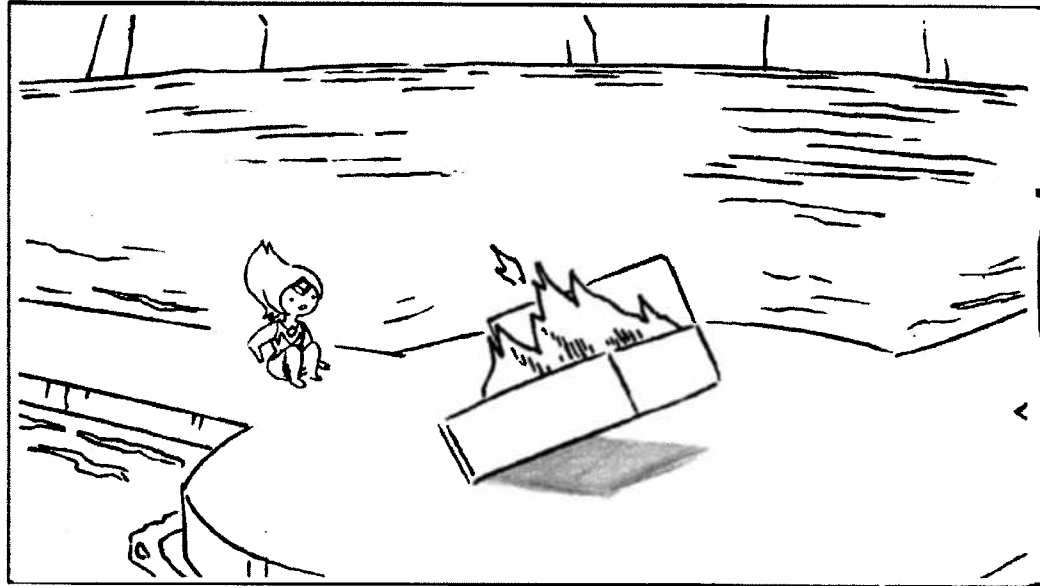
Page 172

Sc. 95

Pnl. A

Bg.

day night

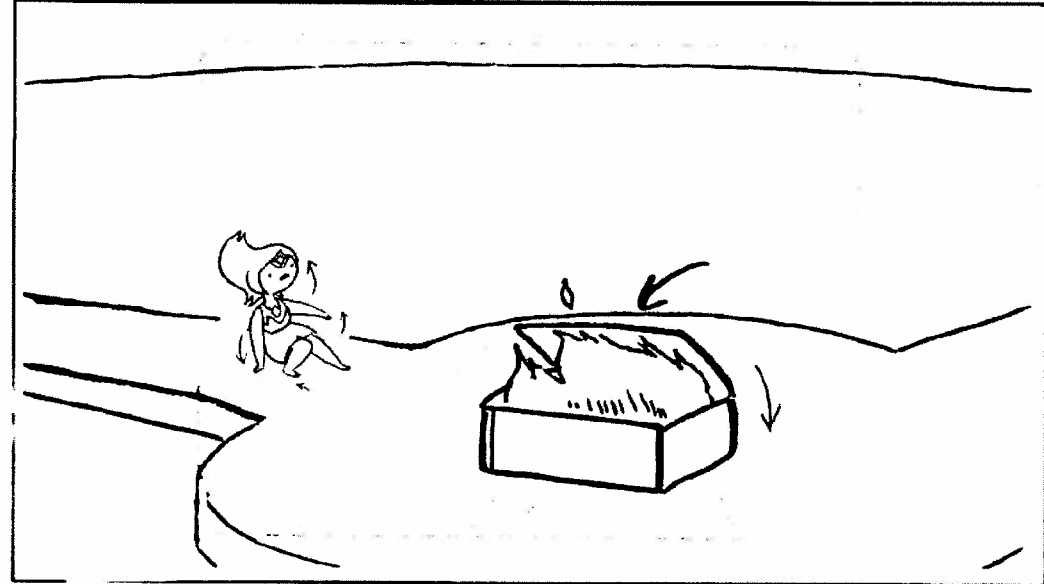


Sc. 95

Pnl. B

Bg.

day night



Dialog:

Action:

-Sarcophagus slams shut

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 173

Sc. 95

Pnl. C

Bg.

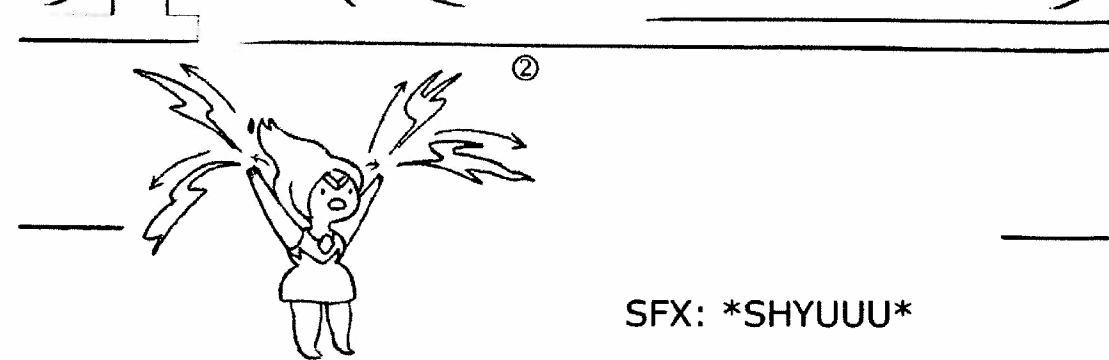
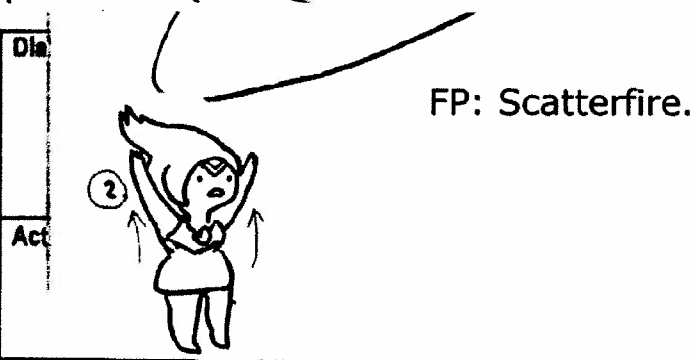
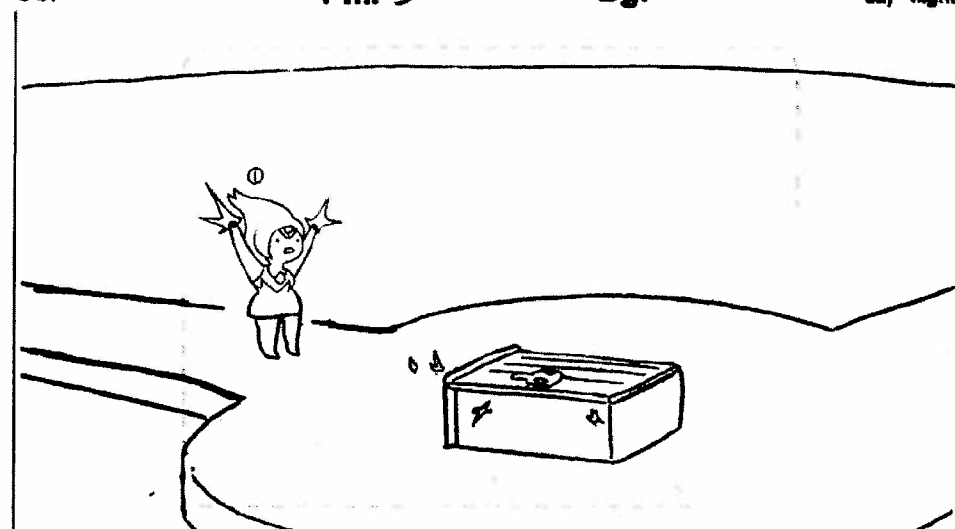
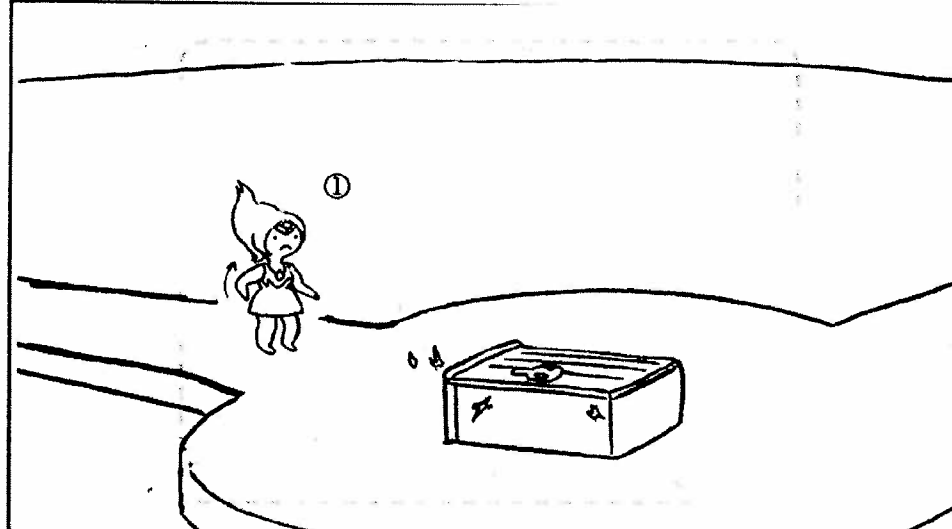
day night

Sc. 95

Pnl. D

Bg.

day night



Timing:

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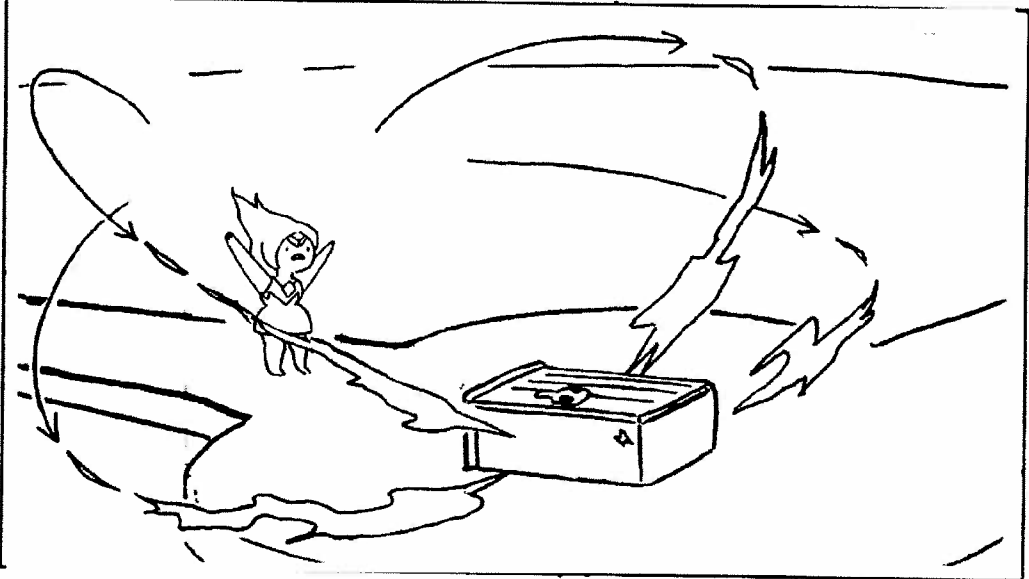
Production :

ADVENTURE TIME

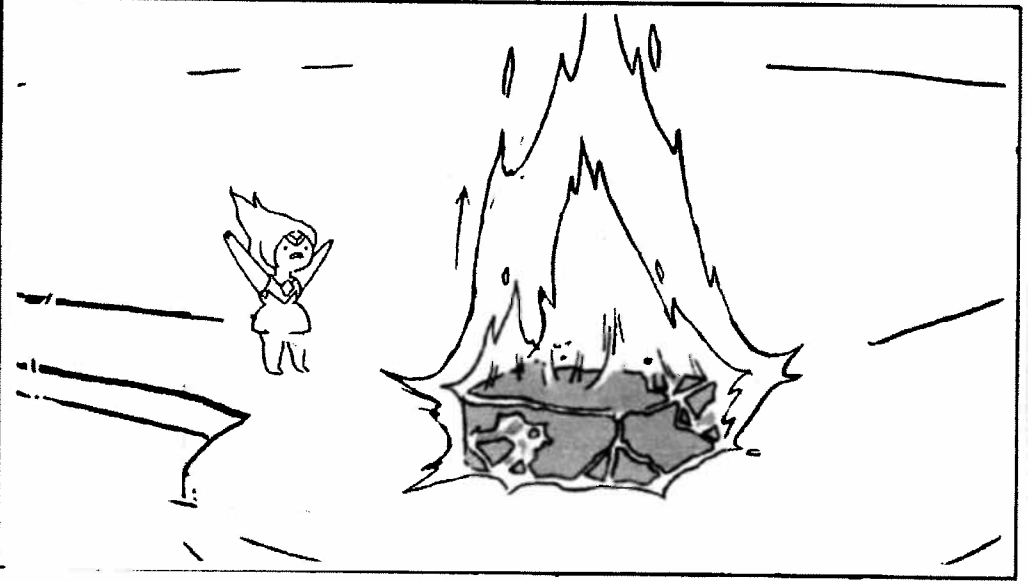


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Sc. 95 Pnl. E Bg. day night



Sc. 95 Pnl. F Bg. day night



Dialog:	
Action:	SFX: *POOM!*
Timing:	-Sarcophagus is consumed with flames

EPISODE # 1014-116

Production :

# ADVENTURE TIME



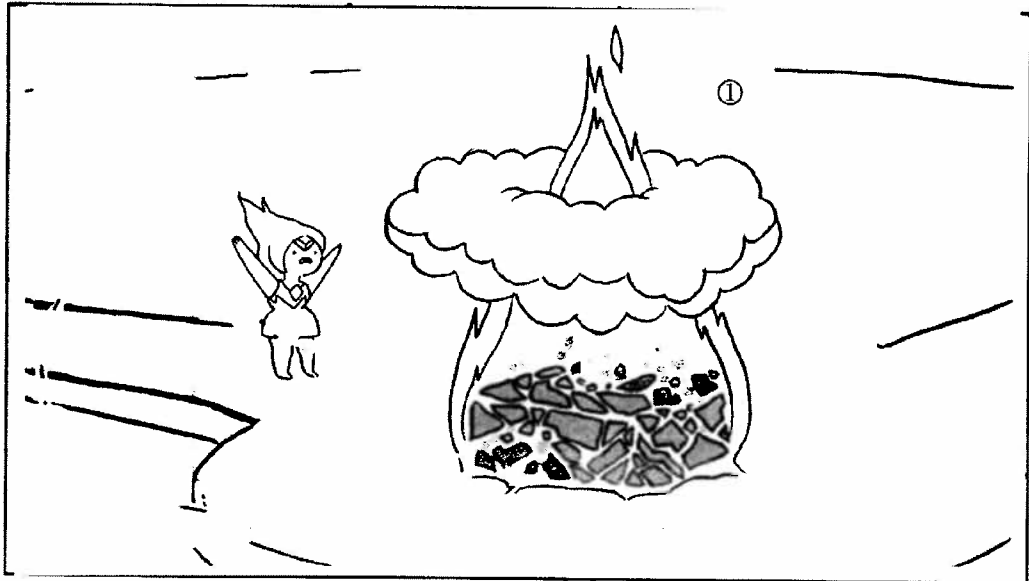
Page 173B

Sc. 95

Pnl. G

Bg.

day night

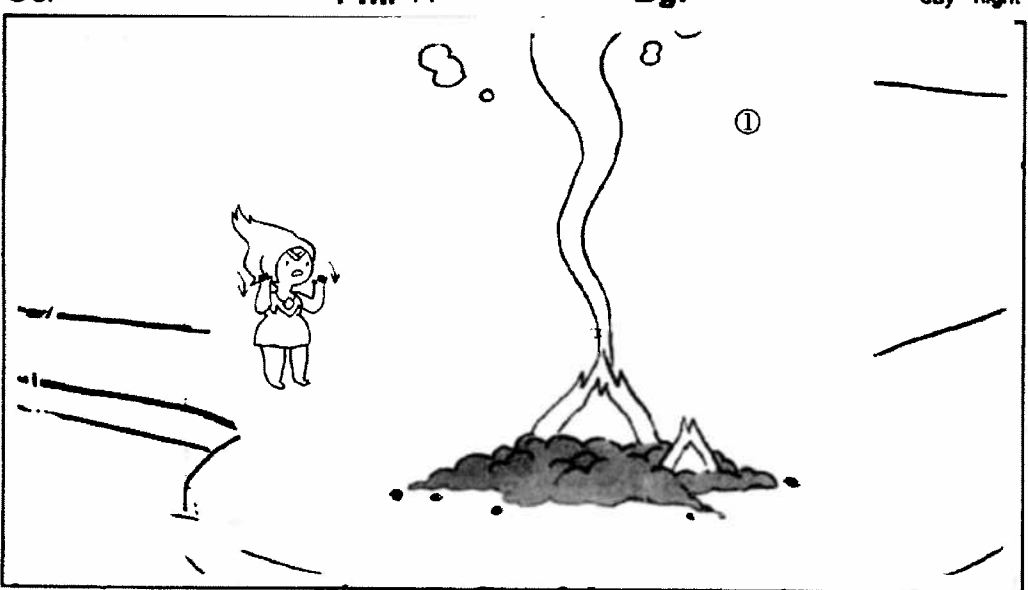


Sc. 95

Pnl. H

Bg.

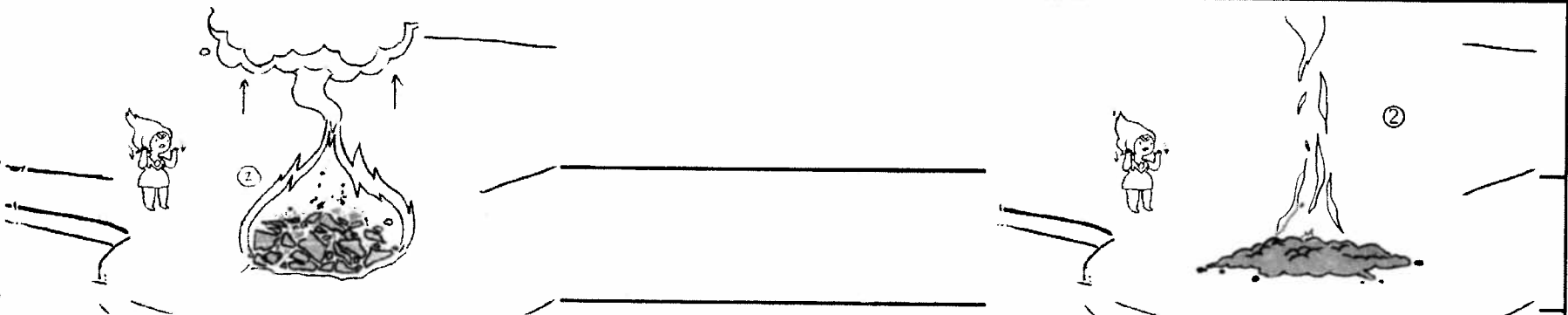
day night



Dialog:

Action:

Timing:



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ADVENTURE TIME



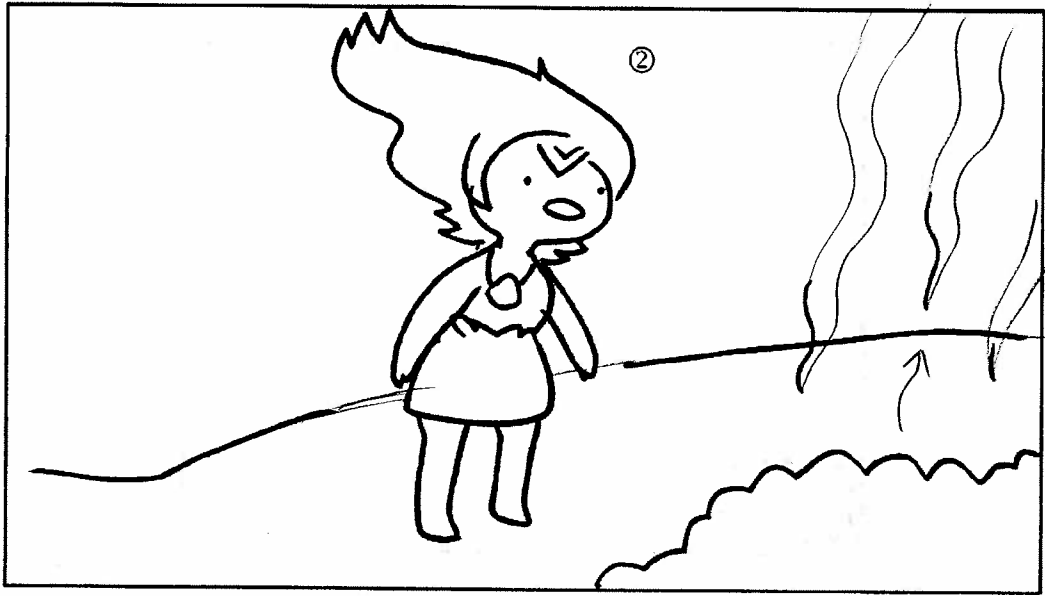
Page 174

Sc. 96

Pnl. A

Bg.

day night

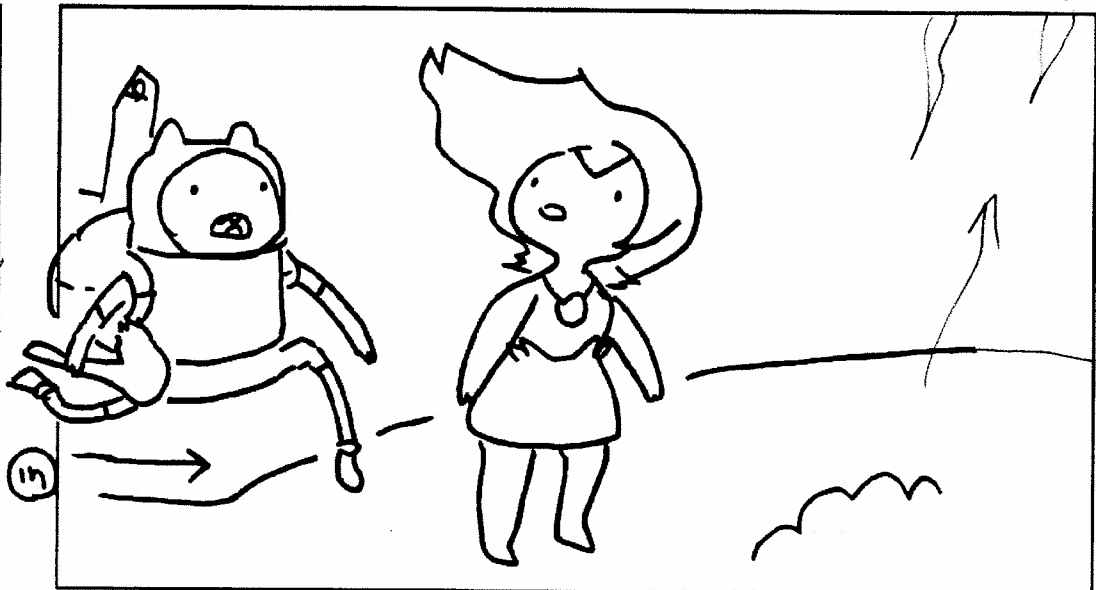



Sc. 96

Pnl. B

Bg.

day night



Dialog:	① <u>FP</u> / (huffing + puffing)	F / NO, NO,
Action:		-FINN RUNS ON/S
Timing:		

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Production :

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# ADVENTURE TIME



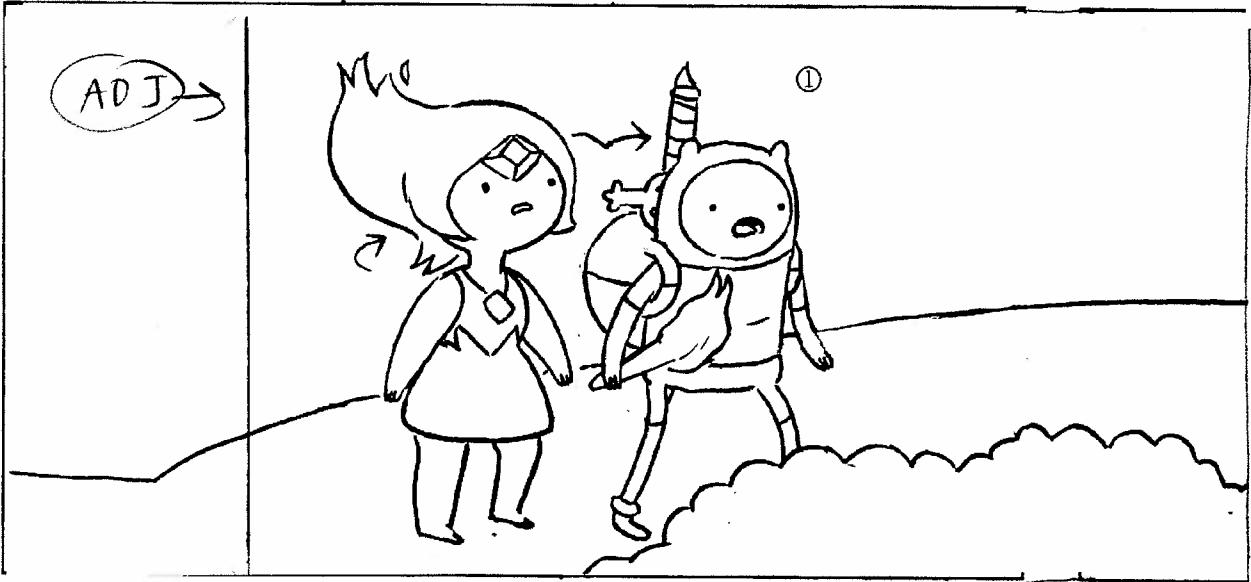
Page 174A

Sc. 96

Pl. C

Bg.

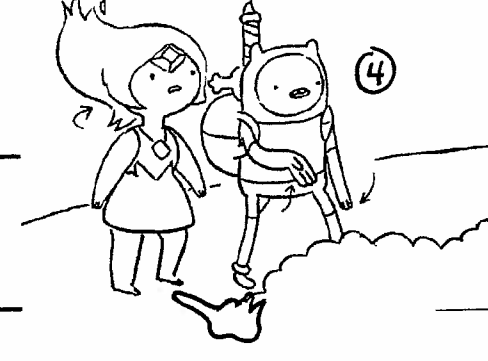
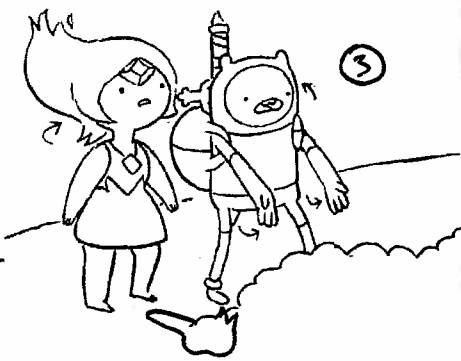
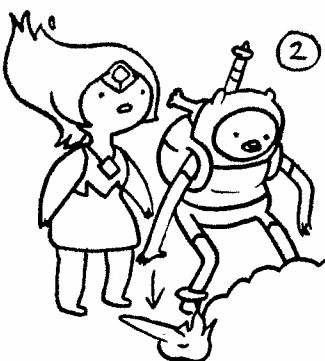
day night



Dialog:

Action:

Timing:



F: WE SHAKE THEM  
DOWN FIRST, REMEMBER?

EPISODE # 1014-116

Production :

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ADVENTURE TIME

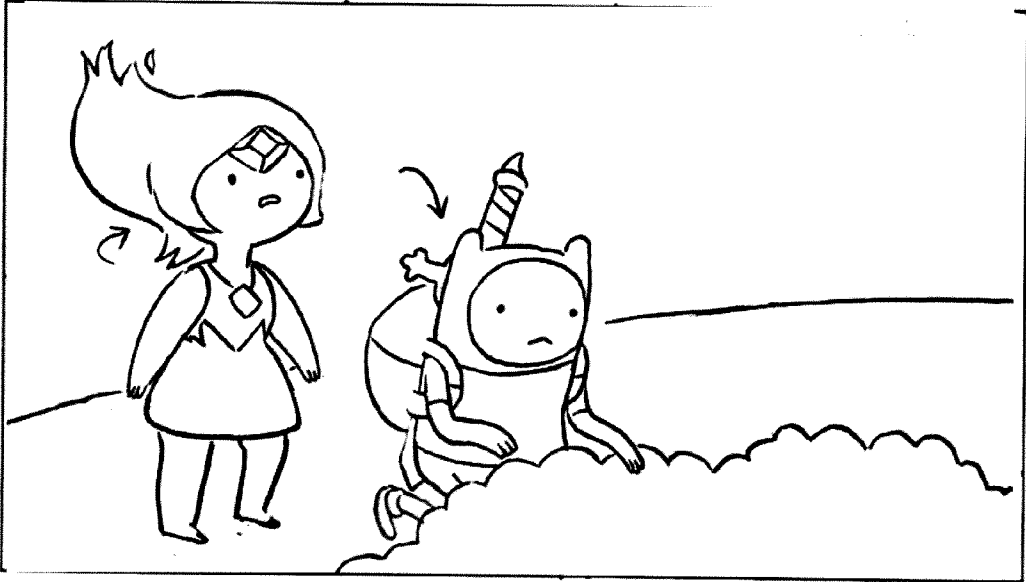


Sc. 96

Pnl. D

Bg.

day night

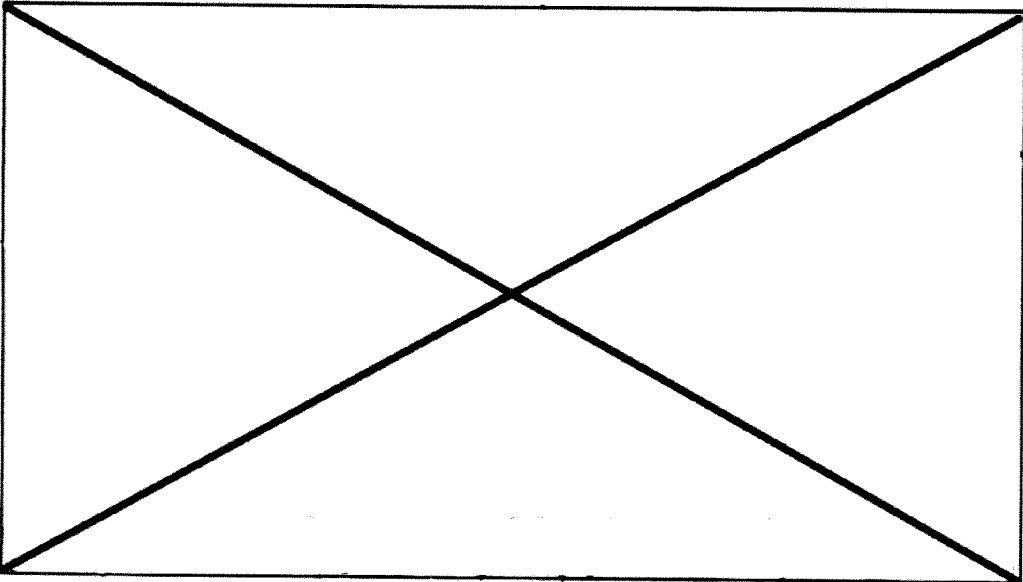


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



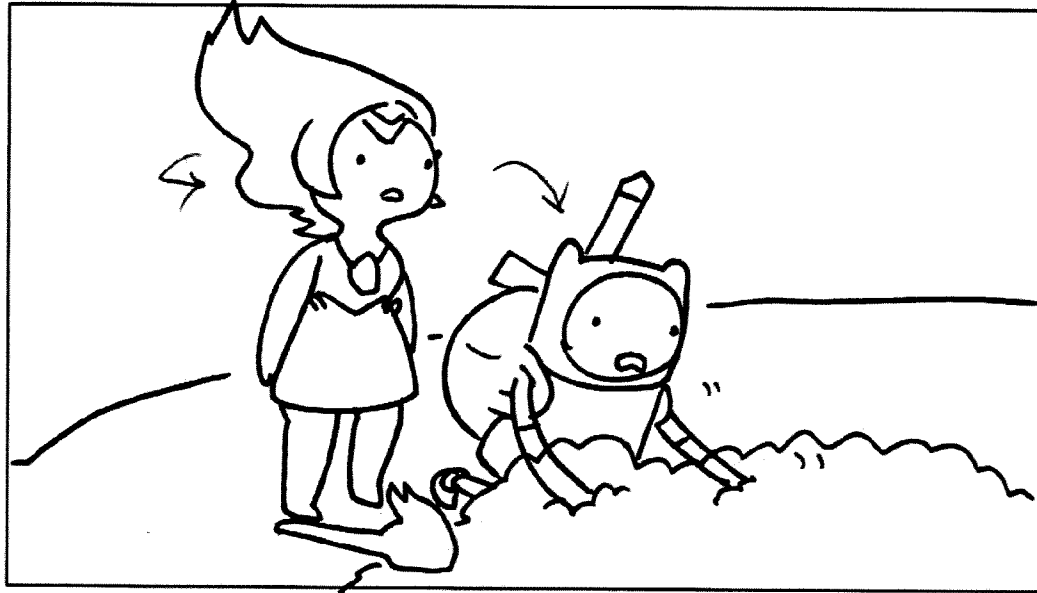
Page 175

Sc. 96

Pnl. E

Bg.

day night

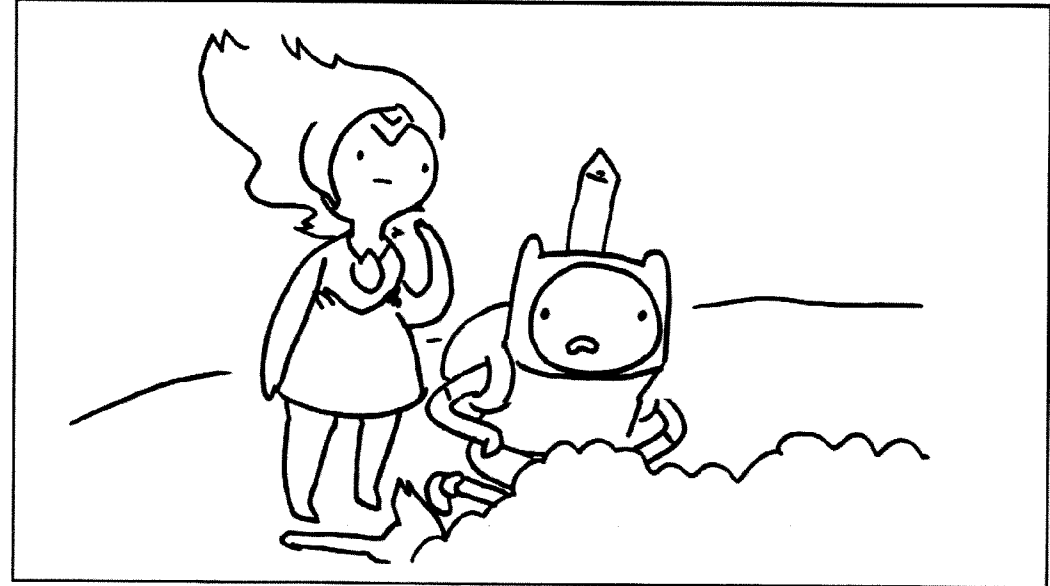


Sc. 96

Pnl. F

Bg.

day night



Dialog:

FP/ HE .. WANTED ME TO  
TAKE HIS PLACE

F/ MAN....

Action:

-FINN SEARCHES ASHES.

Timing:

1014-116

EPISODE #

Production :

# ADVENTURE TIME



Page 76

Sc. 96

Pnl. G

Bg.

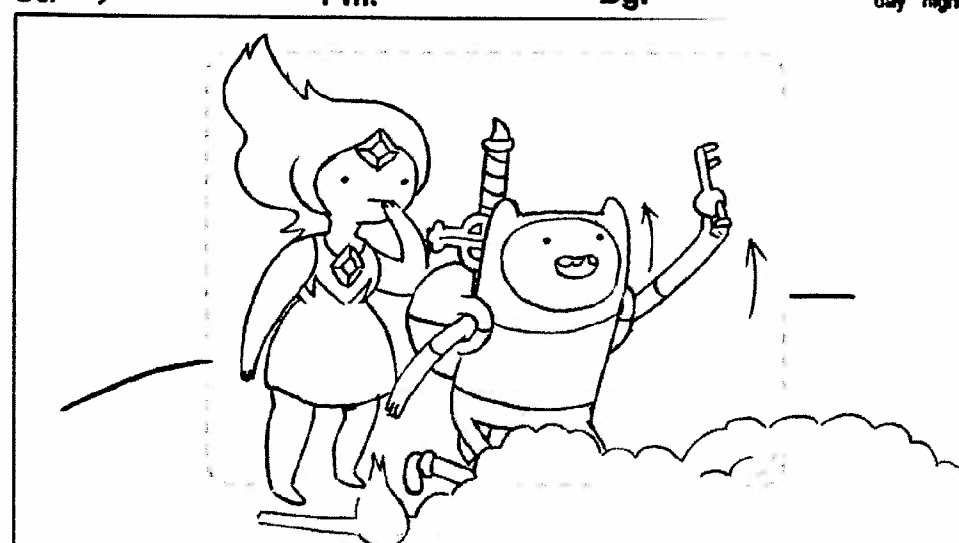
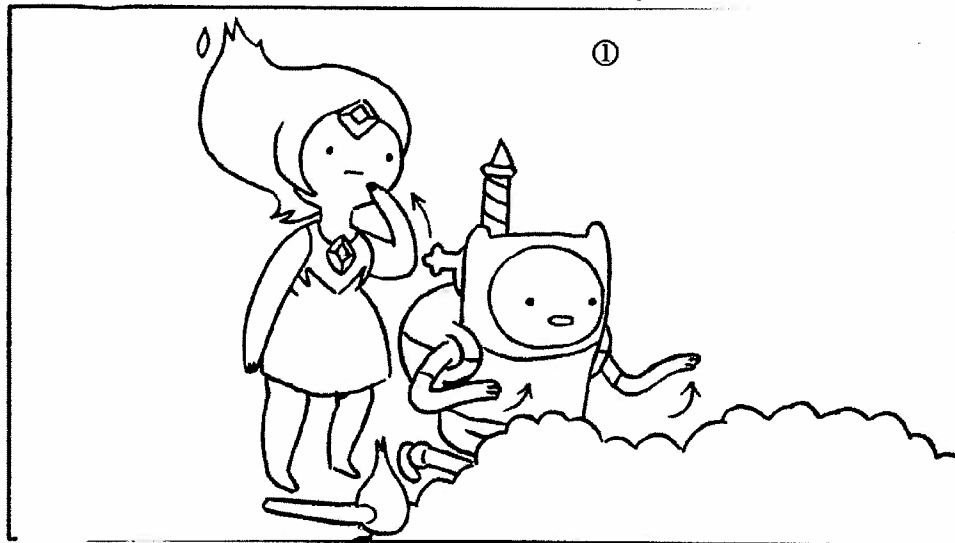
day night

Sc. 96

Pnl. H

Bg.

day night

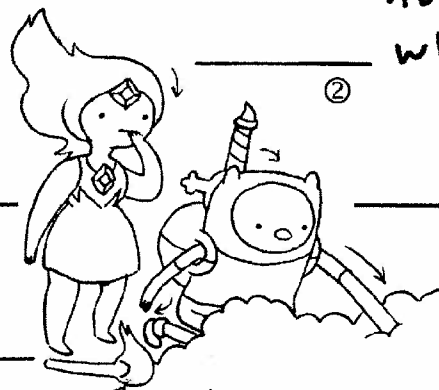


Dialog:

F/ Ooh,  
— hold on,  
— what's this? —

Action:

Timing:



h2 ha  
i/ It's another  
key

EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 177

Sc. 96

Pnl. I

Bg.

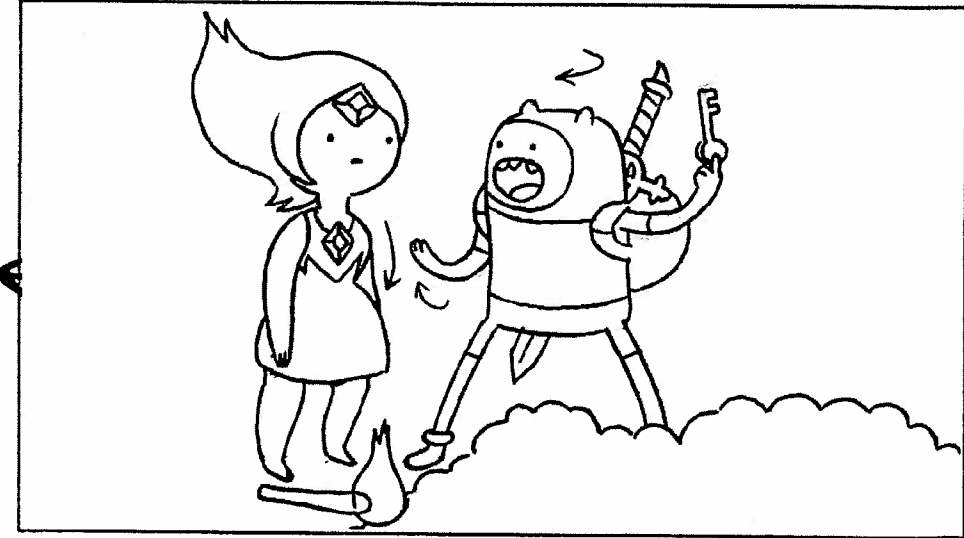
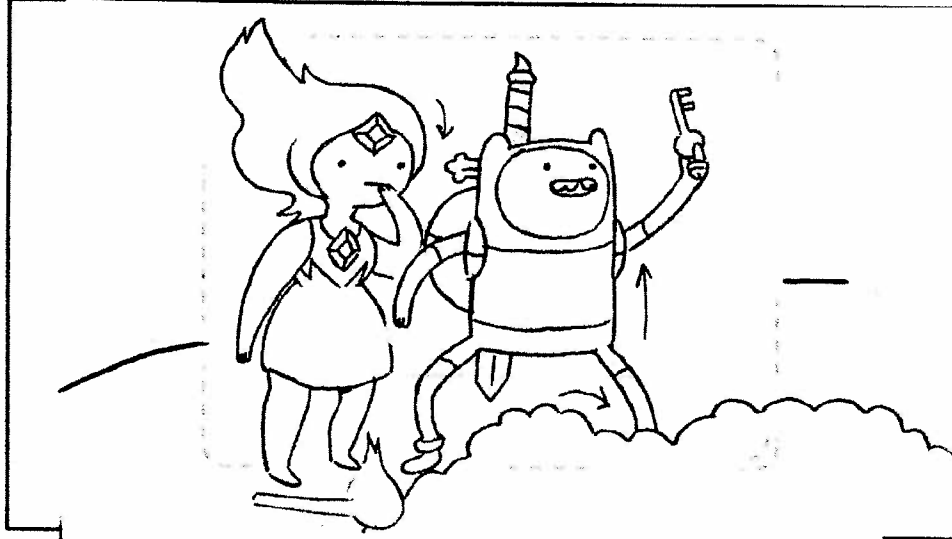
day night

Sc. 96

Pnl. J

Bg.

day night



Dialog

ⓕ Now we get to go  
back to the  
beginning!

ⓕ Woo hoo!

Action

-FINN RUNS OFF/S

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



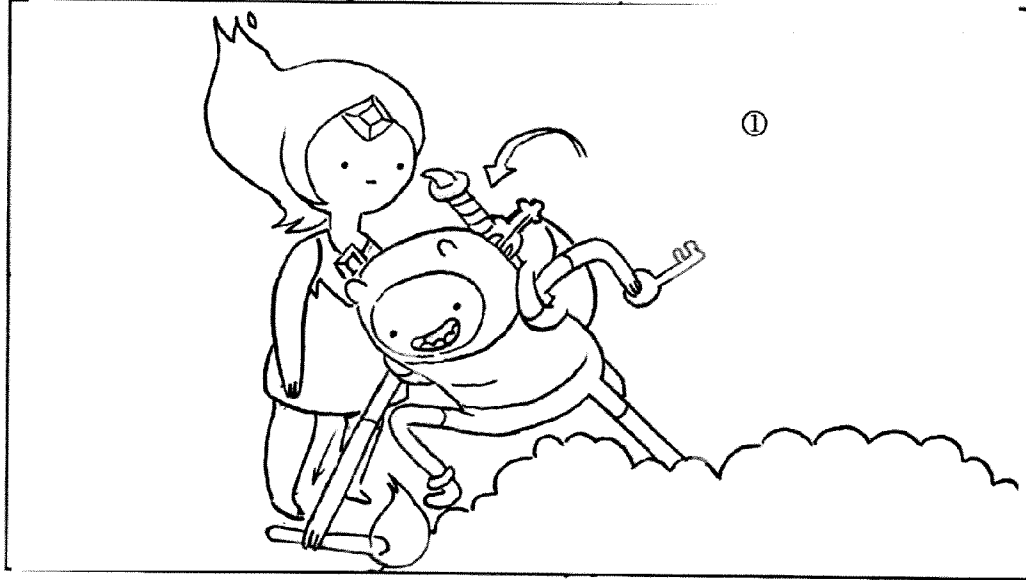
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Sc. 96

Pnl. K

Bg.

day night

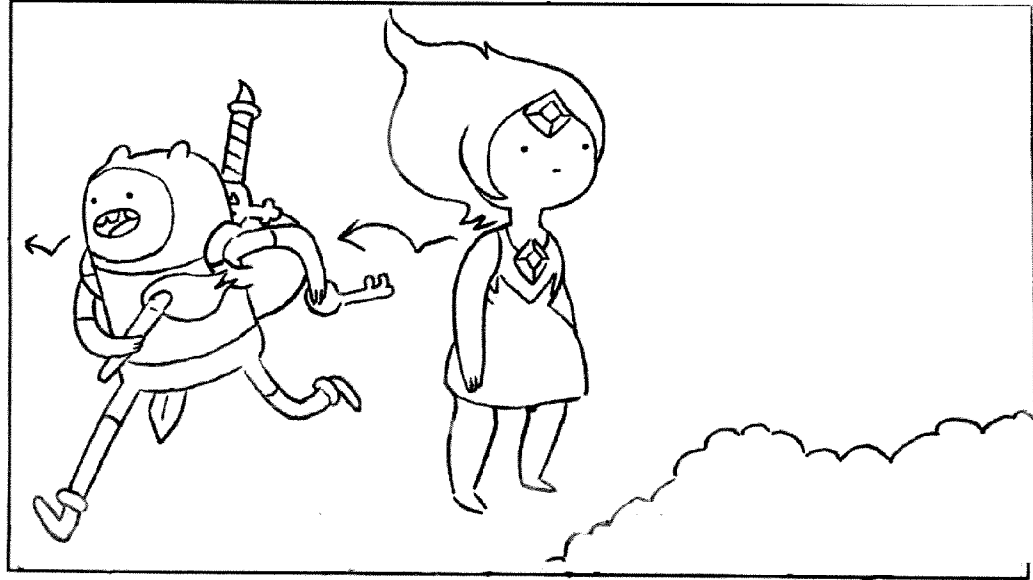


Sc. 96

Pnl. L

Bg.

day night



Dialog:

Action:

Timing:



Production :

EPISODE # 1014-116

# ADVENTURE TIME

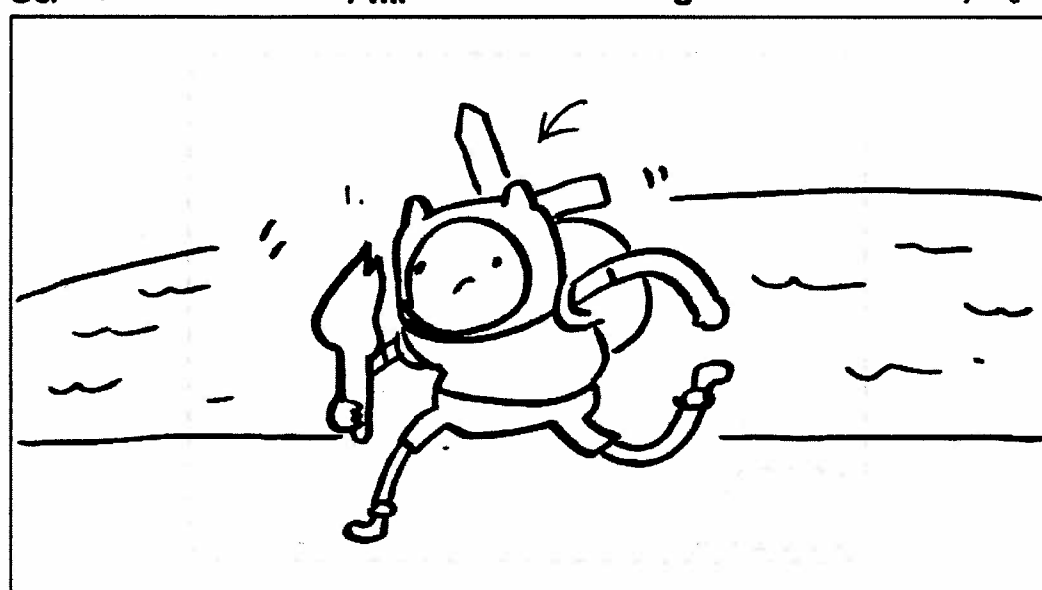


Page 178

Sc. 97 Pnl. A Bg. day night



Sc. 98 Pnl. A Bg. day night



EPISODE # 1014-116

Dialog:

FP/ FINN, I'M NOT HAVING  
ANY FUN

- FINN STOPS SHORT  
- FINN TURNS AROUND.

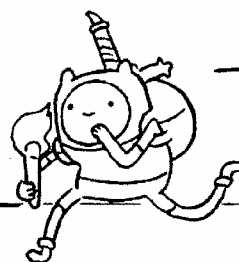
F/ WHAT ?  
WHY ?

Ac

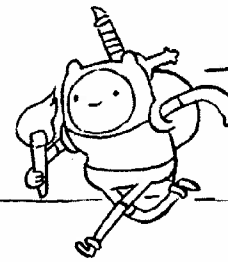
Time



(BG) →



(BG) →





# ADVENTURE TIME



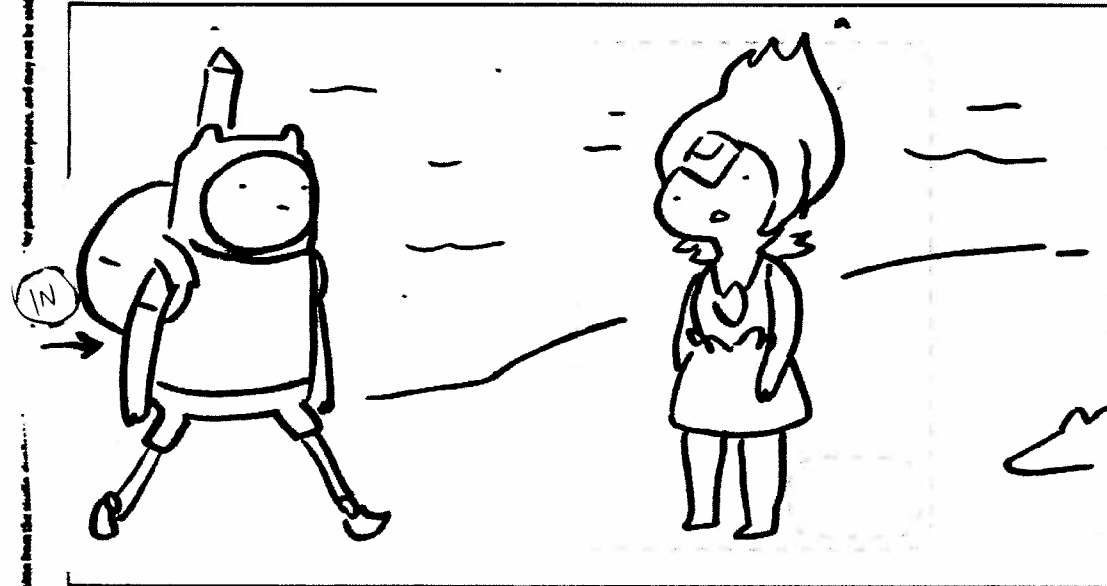
Page 179

Sc. 98A

Pnl. A

Bg.

day night

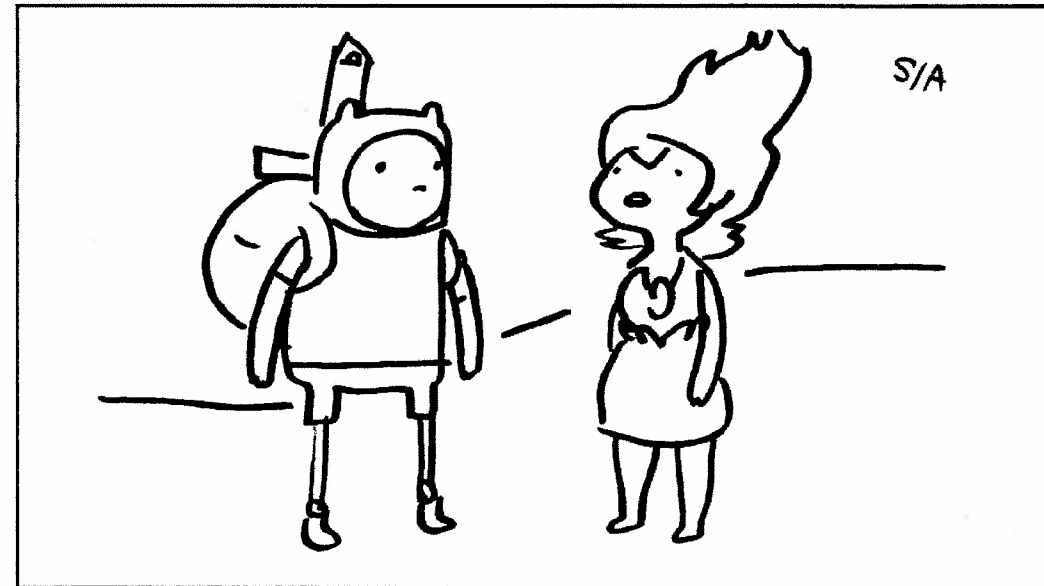


Sc. 98A

Pnl. B

Bg.

day night



Dialog:

FP/ YOU KEEP WANTING ME  
TO DO THINGS YOUR WAY..

FP/ ... BUT I DON'T LIKE  
DOING THINGS YOUR WAY ....

Action: - FINN WALKS BACK TO FP.

-FINN STOPS NEXT TO F.P

-PAN W/ FINN

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



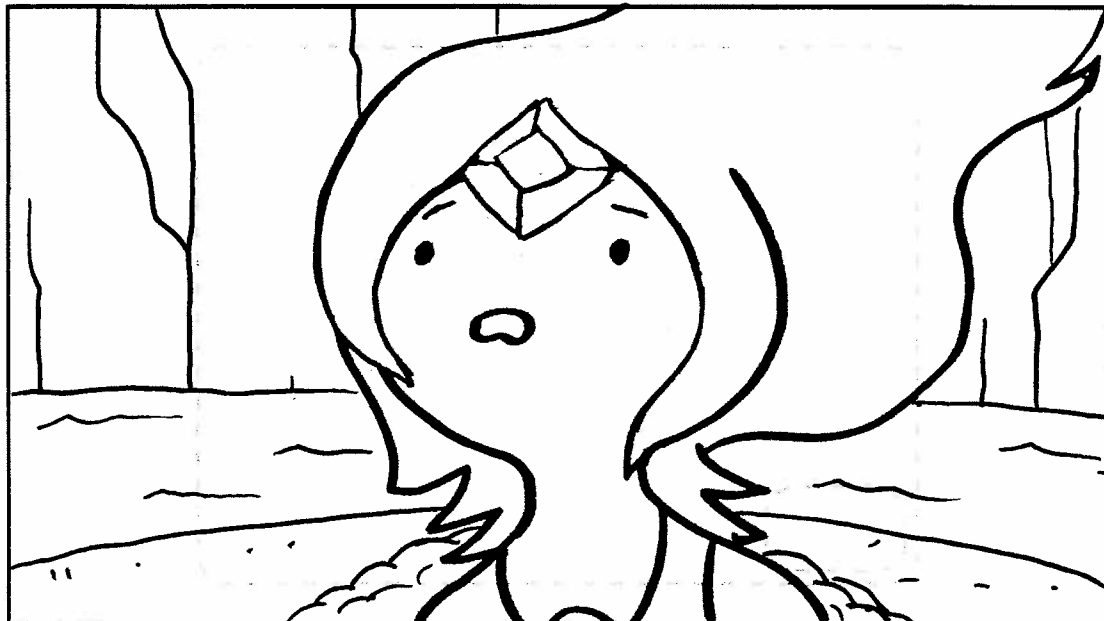
Page 180

Sc. 99

Pnl. A

Bg.

day night

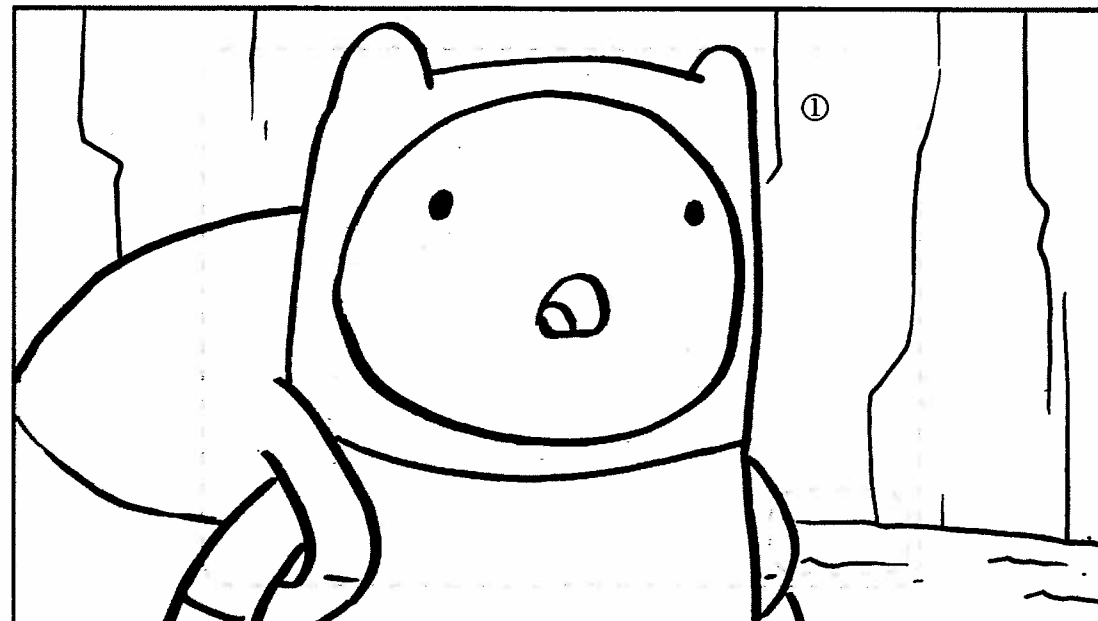


Sc. 100

Pnl. A

Bg.

day night



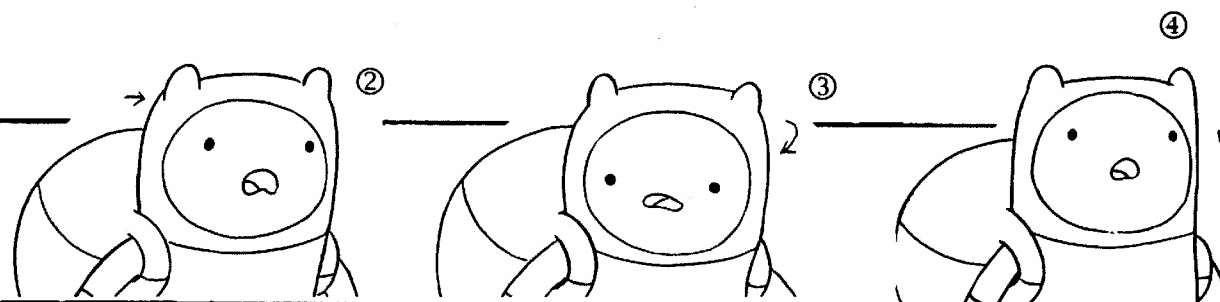
Dialog:

FP/ IS THAT BECAUSE  
I AM EVIL ?

F/ WHAT?! NO WAY!  
THAT'S ... NO !

Action:

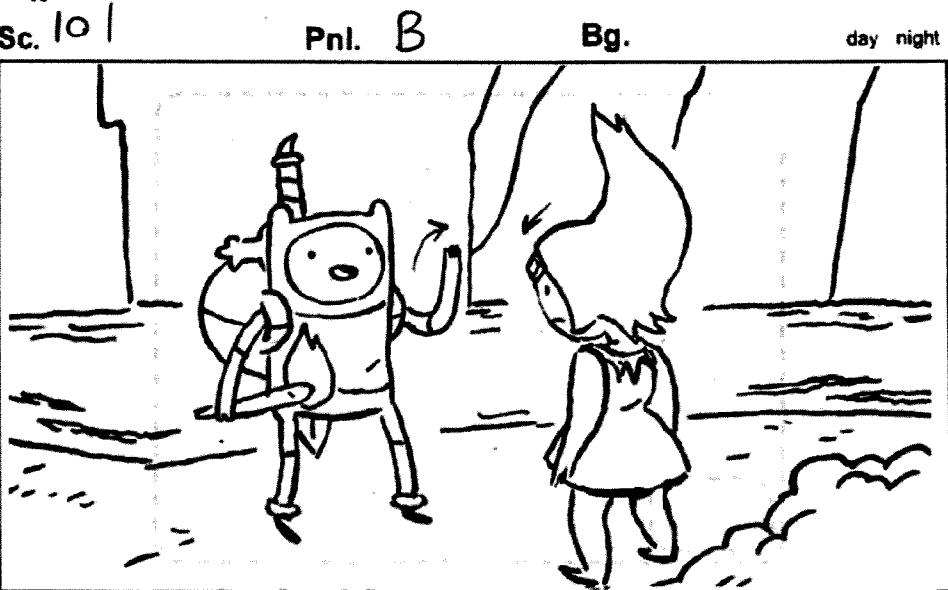
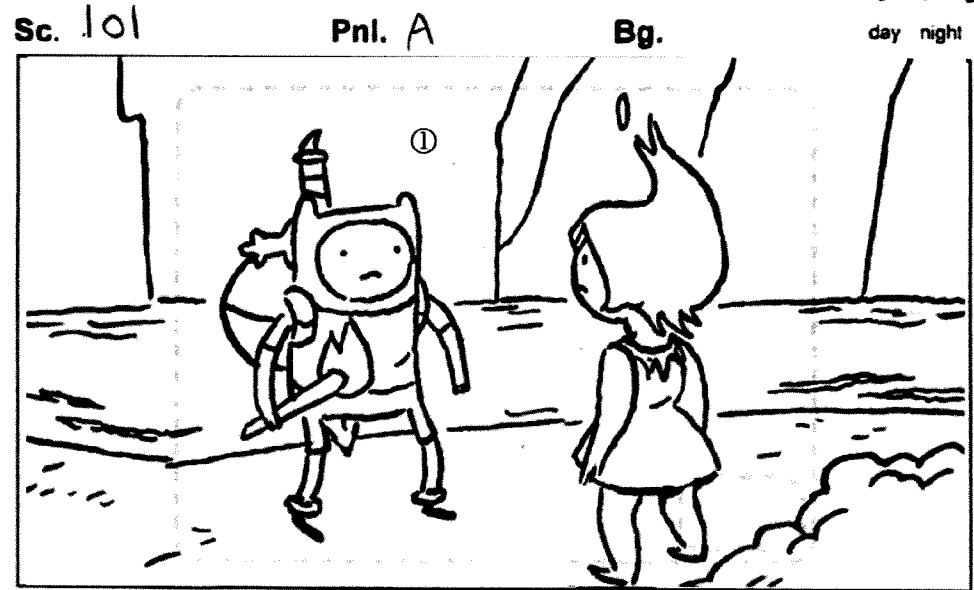
Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME



Dialog:	F / uh ...	F / hey you know what ?
Action:		
Timing:		

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EPISODE # 1014-116  
Production :

ADVENTURE TIME

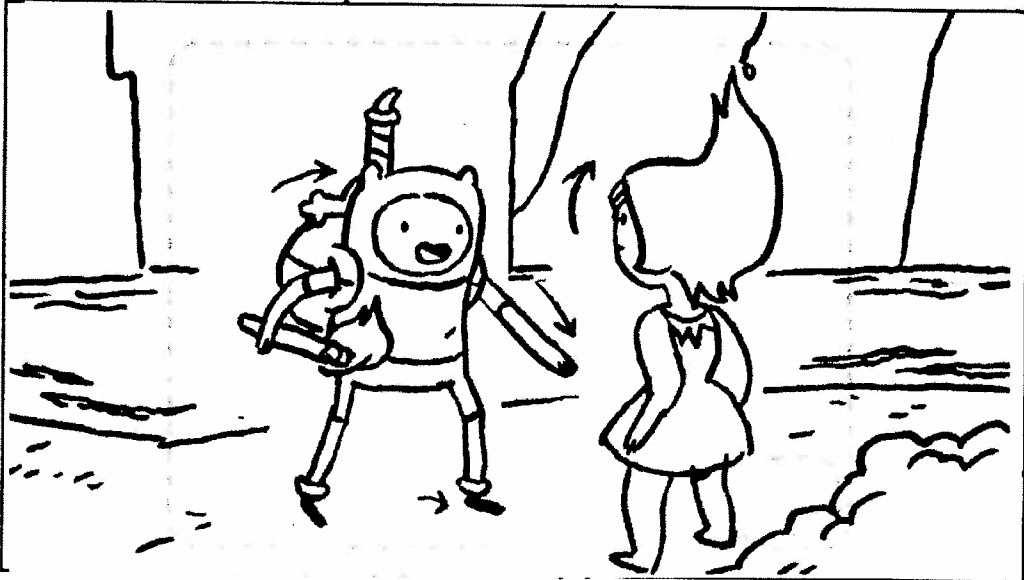


Sc. 101

Pnl. C

Bg.

day night

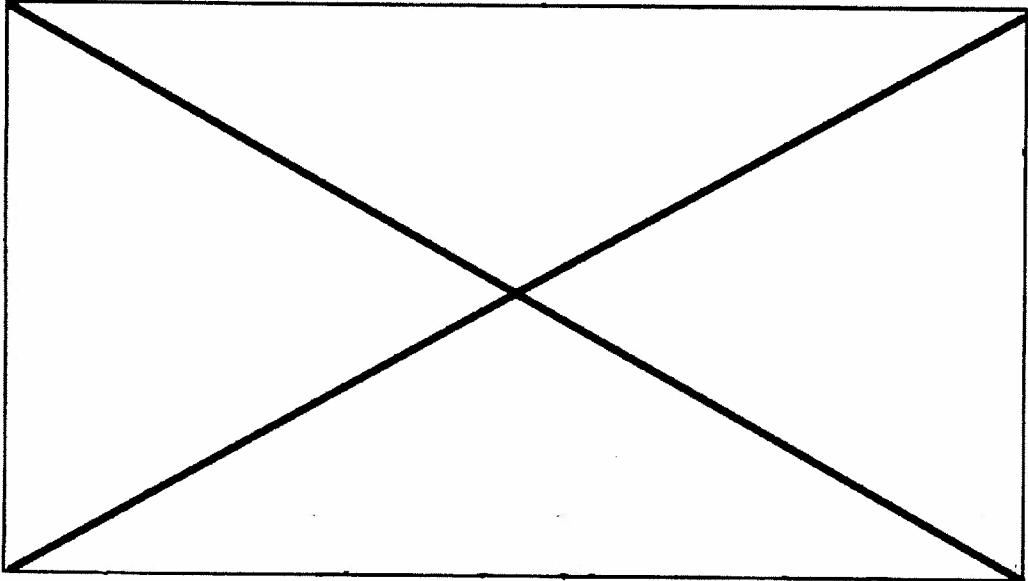


Sc.

Pnl.

Bg.

day night



Dialog:

F: Lets do things

Action:

Your way.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



Sc. 102 Pnl. A Bg. day night



Sc. 102 Pnl. B Bg. day night



Dialog:	
FP: Really?	
Action:	
Timing:	

EPISODE # 1014-116

Production :

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ADVENTURE TIME

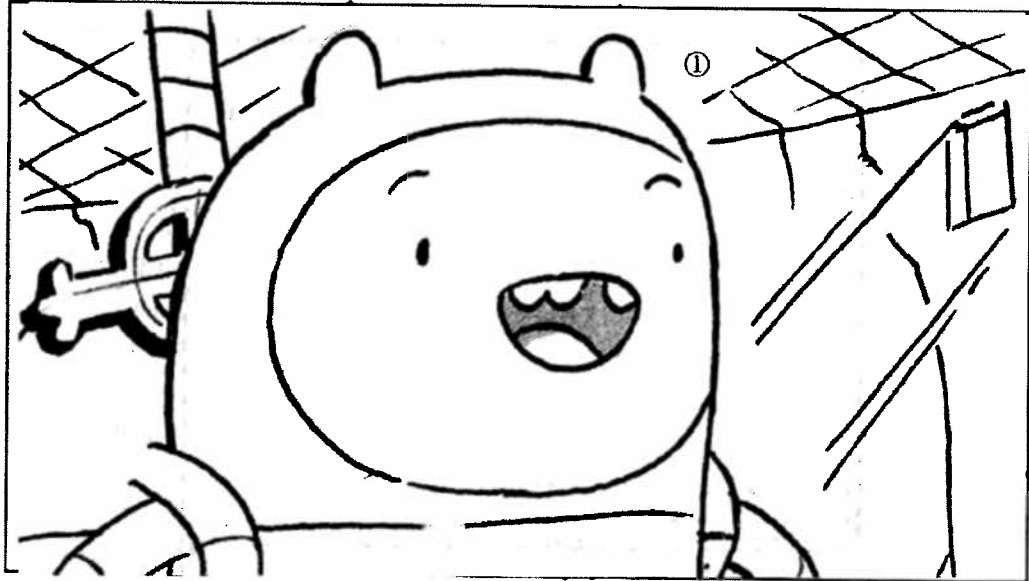


Sc. 103

Pnl. A

Bg.

day night

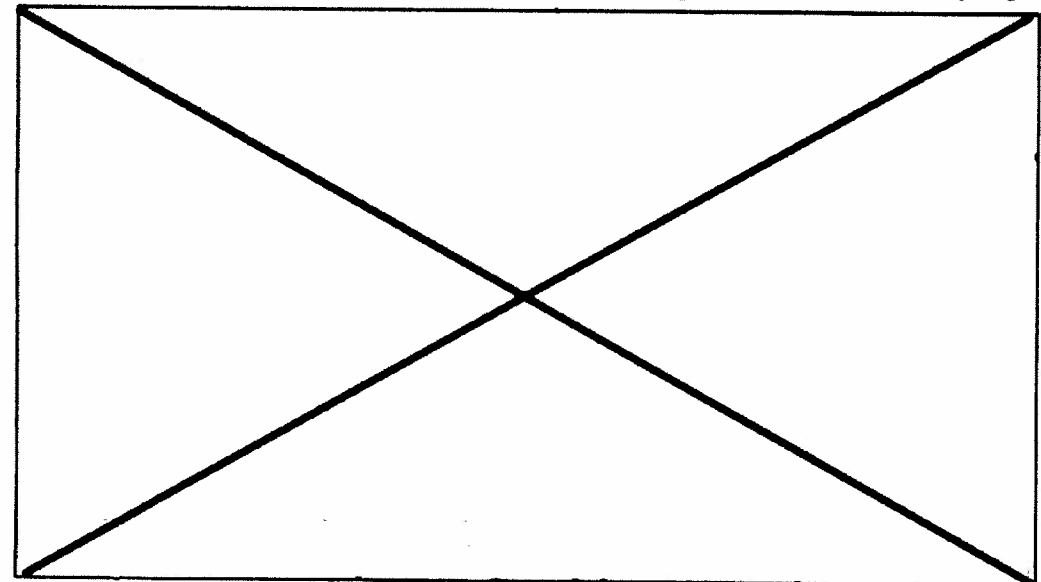


Sc.

Pnl.

Bg.

day night



EPISODE # 1014-116

Production :

Dialog:

Action:

Timing:



F! Yeah!

(ALT)

I'VE BEEN ACTING AN

UNCOUTH ROGUE, M'LADY.

# ADVENTURE TIME



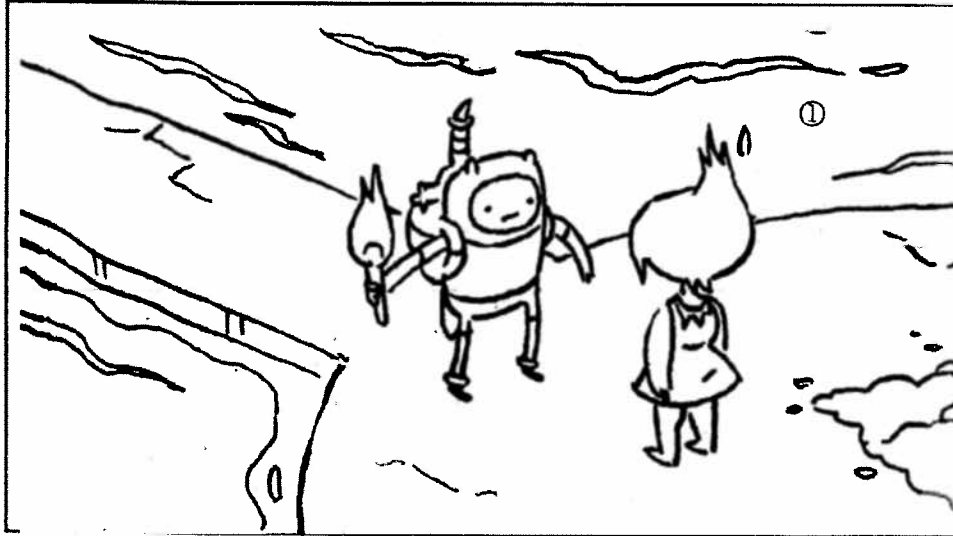
Page 183

Sc. 104

Pnl. A

Bg.

day night



Sc. 104

Pnl. B

Bg.

day night

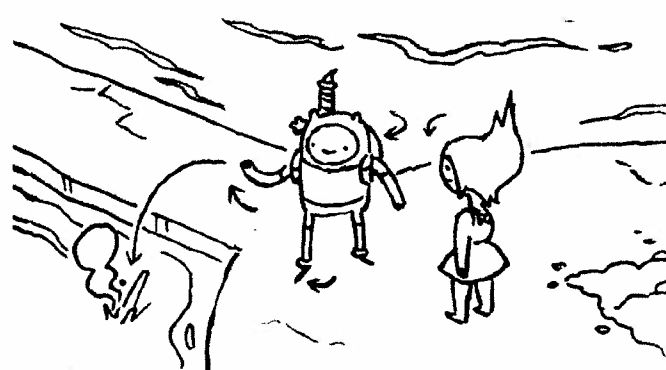


Dialog:

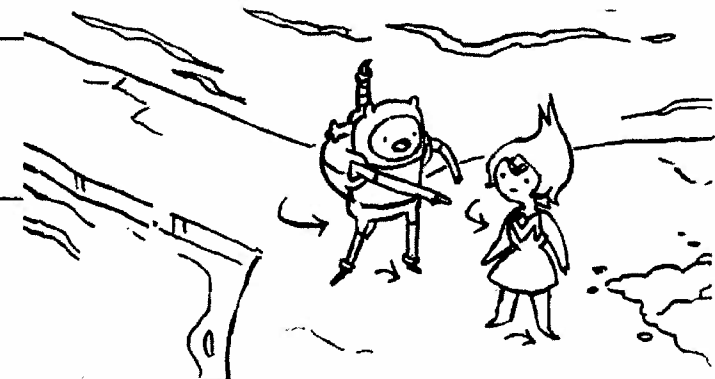
② F ok, <sup>so</sup> there's a DOOR over THERE

Action:

- FINN TOSSES TORCH IN WATER
- FINN POINTS TO THE RIGHT.



②



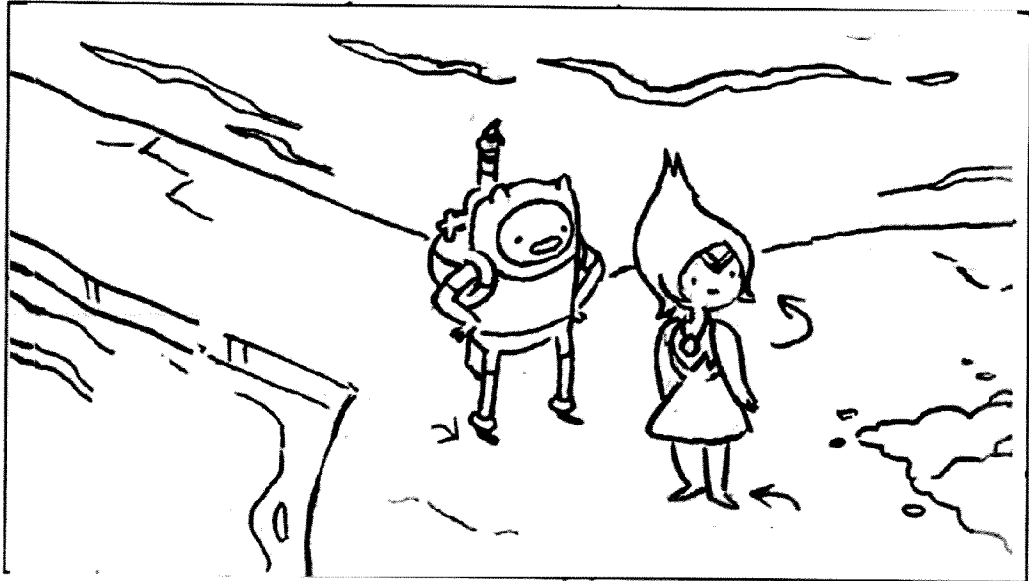
EPISODE # 1014-116

Production :

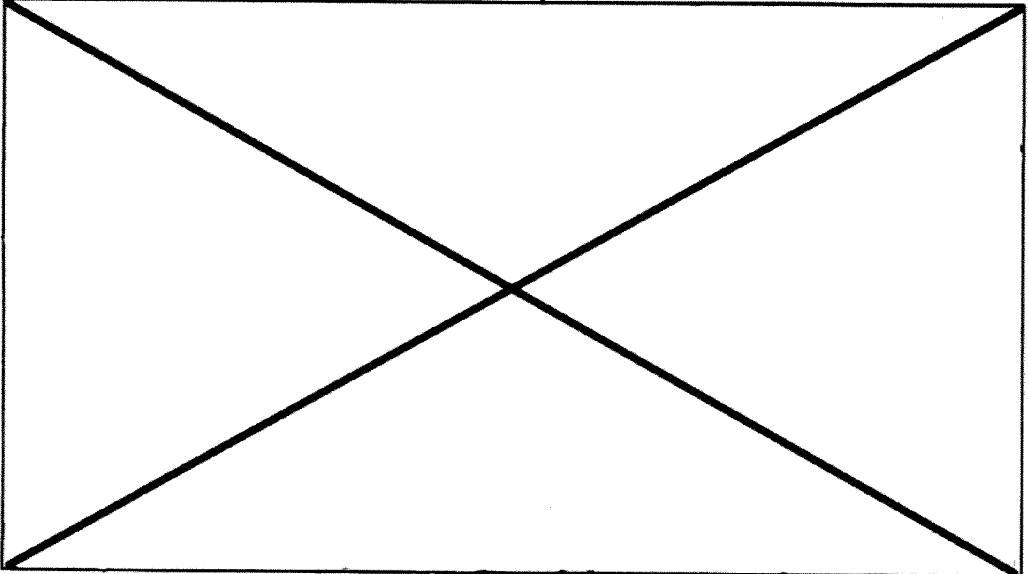
ADVENTURE TIME



Sc. 183 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
⑥ WHAT do you WANT 2 do?
Action:
Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME



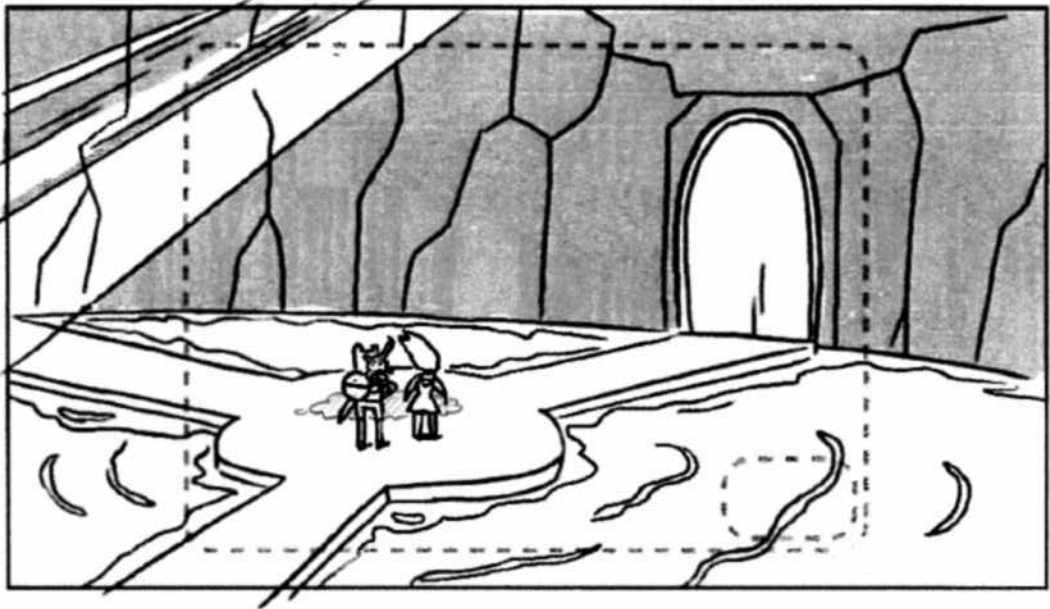
Page 184

Sc. 105

Pnl. A

Bg.

day night

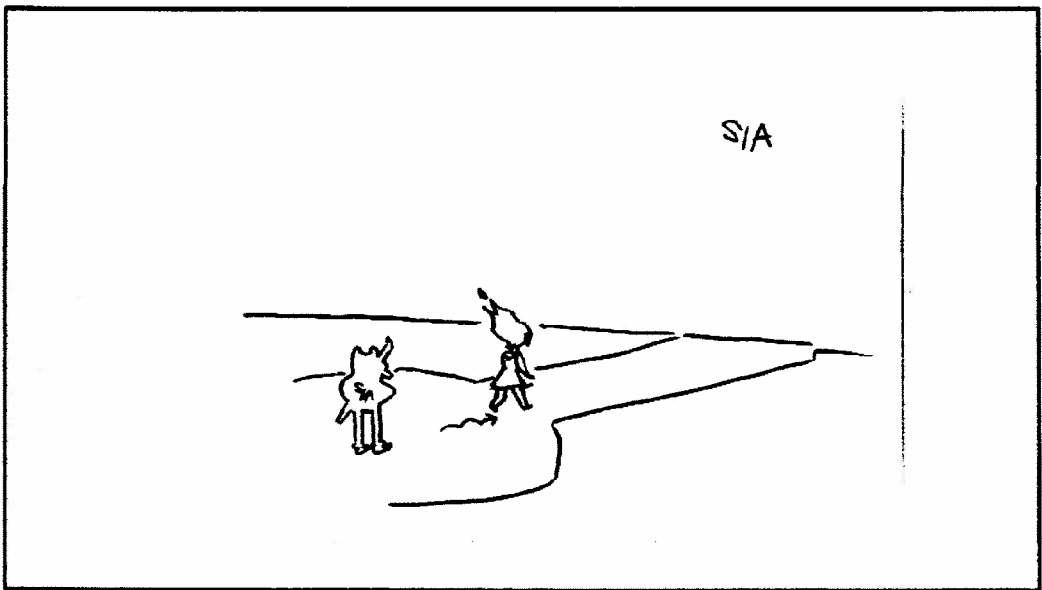


Sc. 105

Pnl. B

Bg.

day night



Dialog:

Action:

- FP TAKES A FEW STEPS FORWARD.

Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME

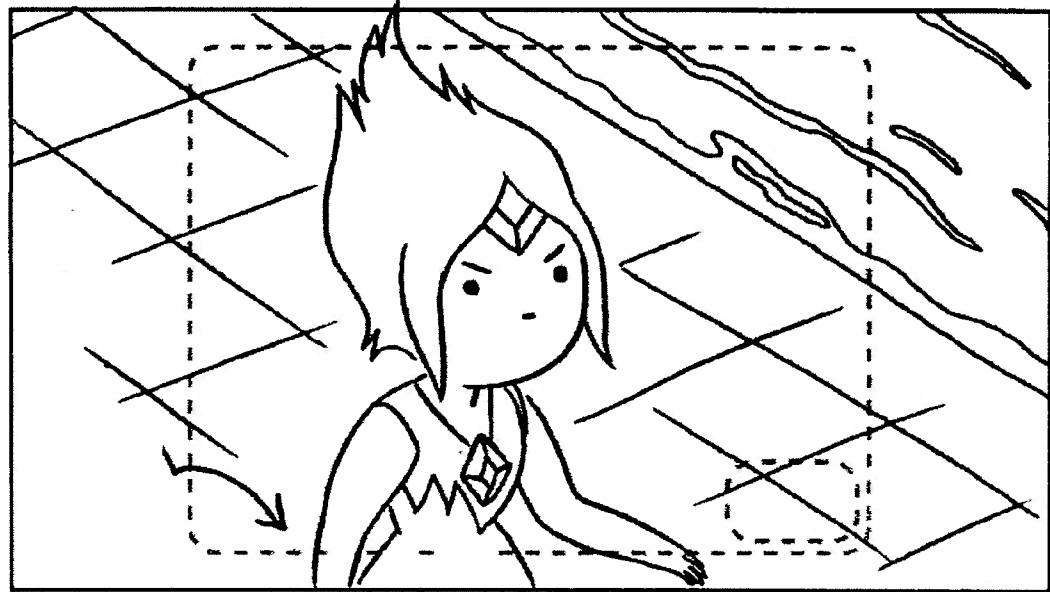


Sc. 106

Pnl. A

Bg.

day night

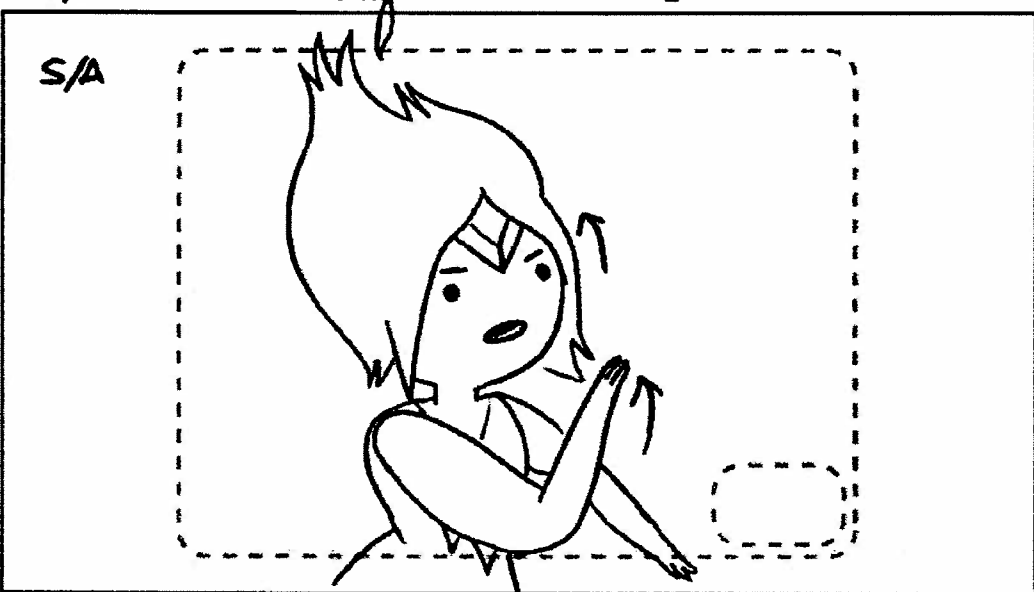


Sc. 106

Pnl. B

Bg.

day night



Dialog:

FP: I BURN IT DOWN.

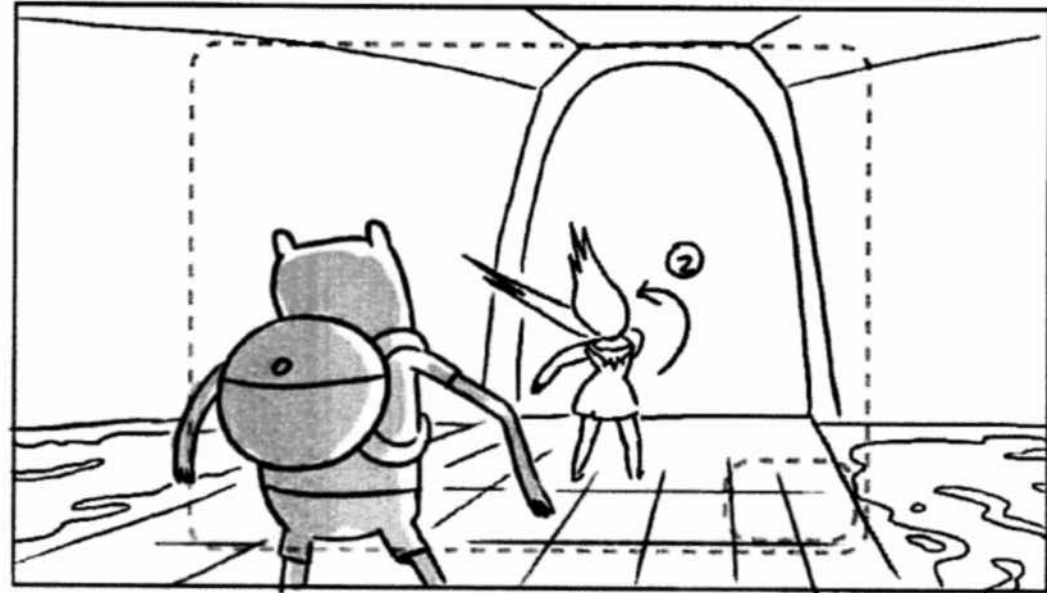
Action: FLAME PRINCESS WALKS FORWARD

Timing:

EPISODE# 1014-116

Production :

day night



SFX: \* FSSSHH \*

FP TILTS BLADE BACK

**Production :**

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ADVENTURE TIME

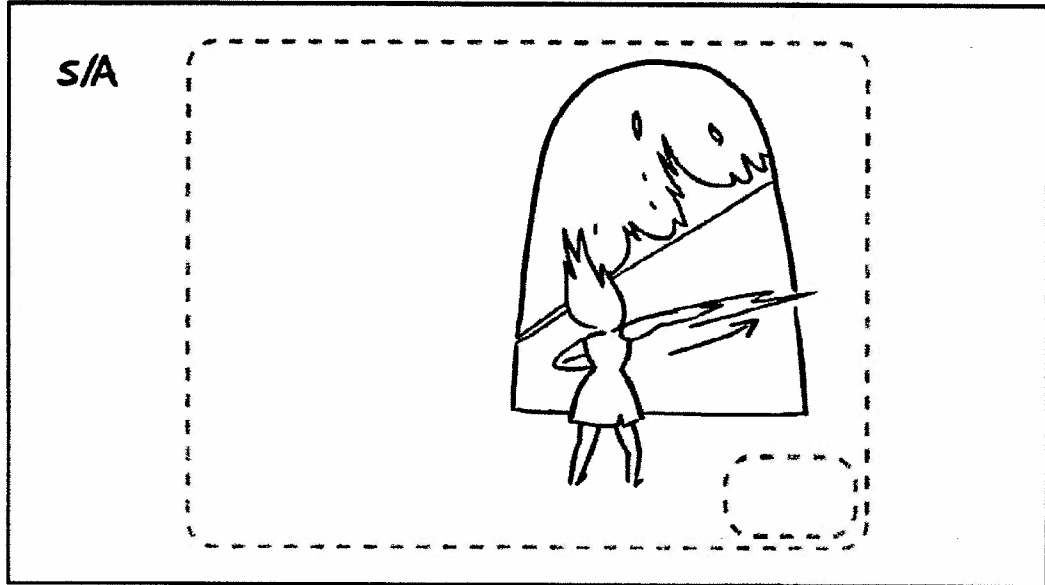


Sc. 107

Pnl. B

Bg.

day night

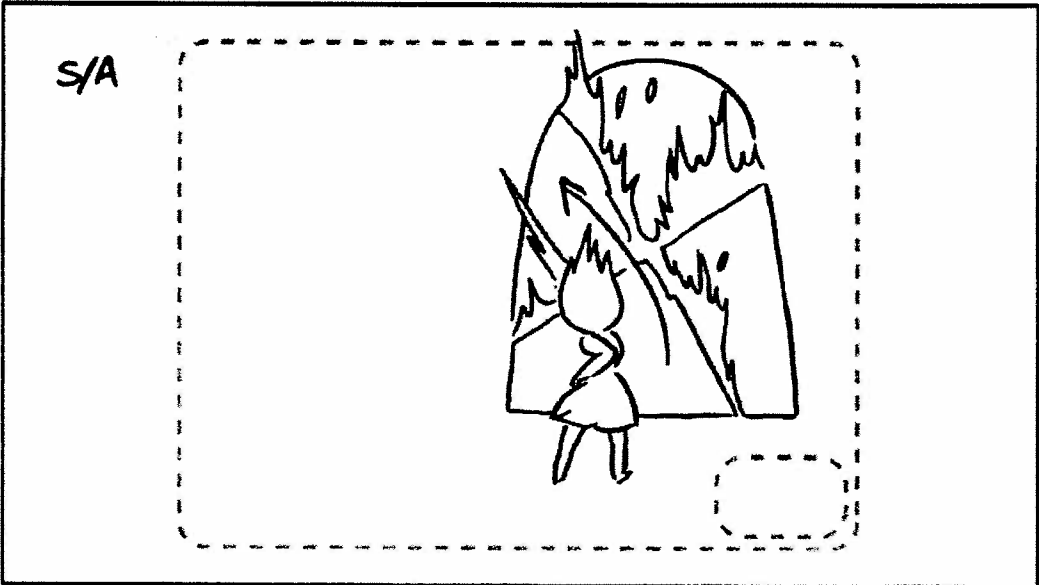


Sc. 107

Pnl. C

Bg.

day night



Dialog:

SFX: + SLSHH\*

SFX: \*SWSHH\*

Action: -FP SLICES THROUGH  
DOOR  
-DOOR CATCHES FIRE

-FP SLICES UPWARD

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



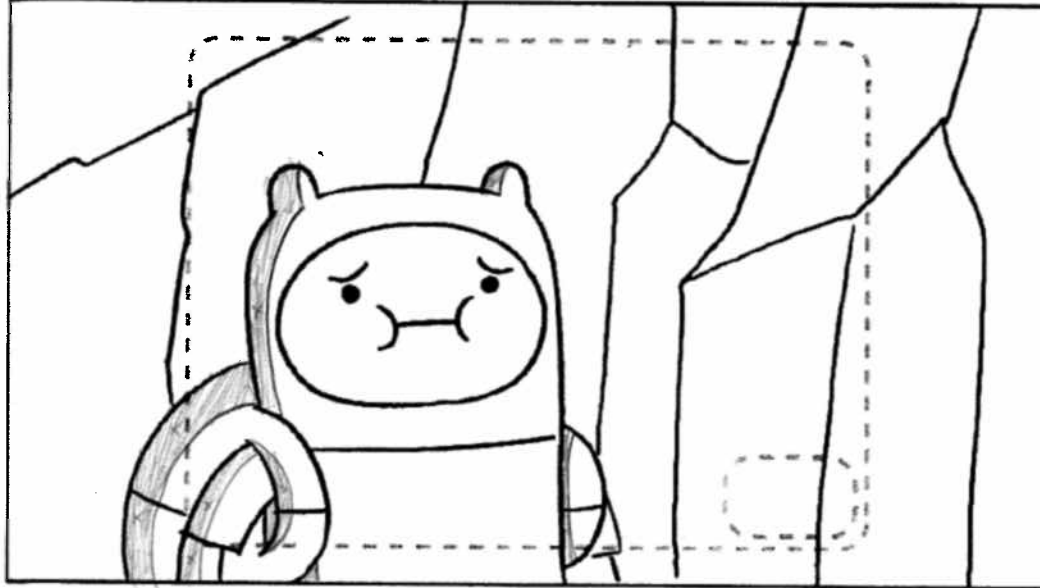
Page 188

Sc. 108

Pnl. A

Bg.

day night

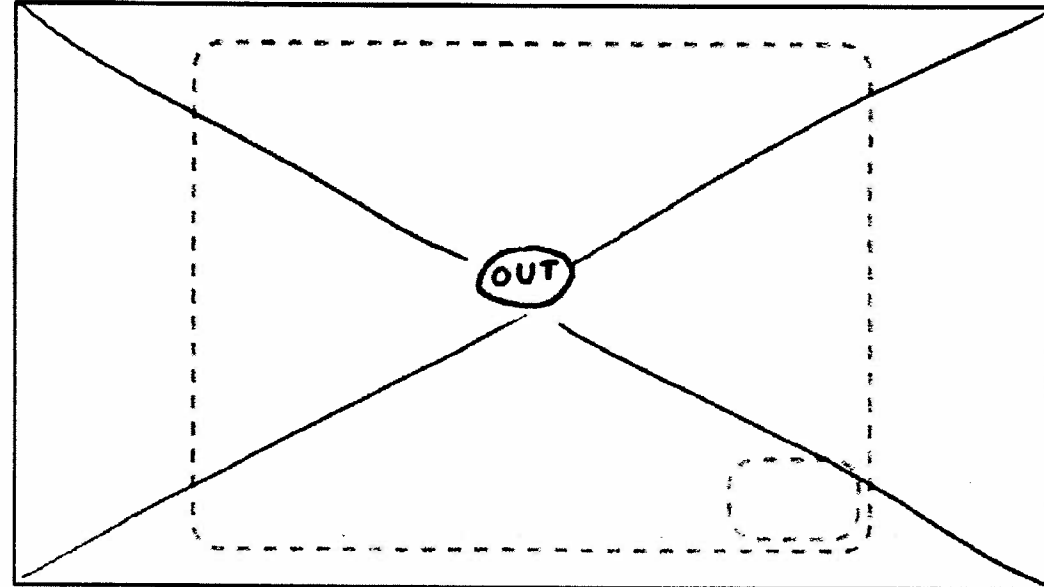


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

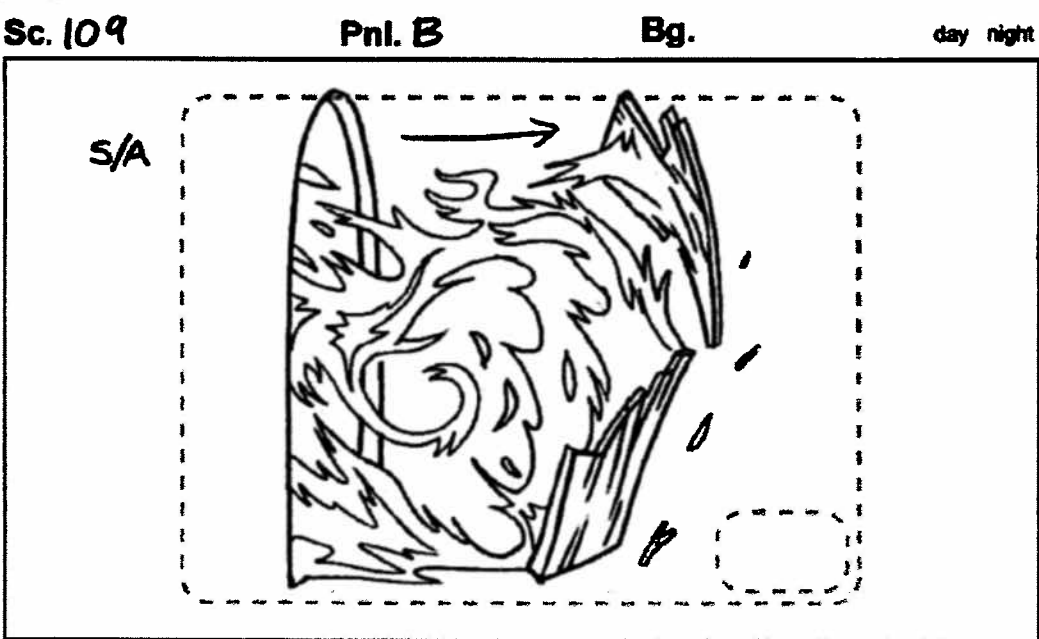
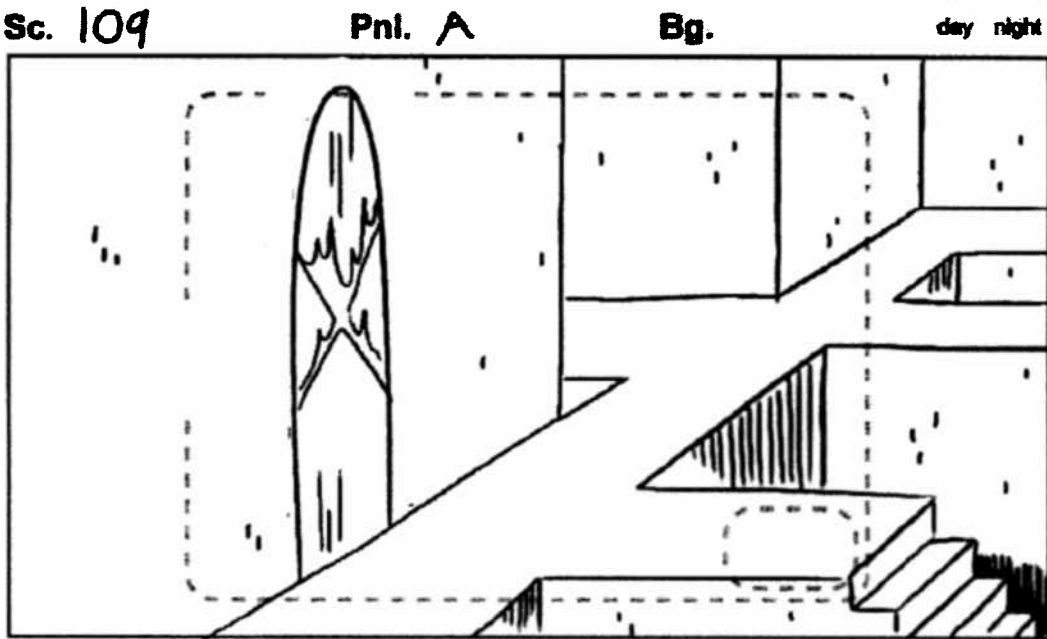
Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME



Dialog:	
SFX: * CRACKLING *	SFX: * POOMM *
Action:	
INT. BOSS ROOM	DOOR IS BURST INTO PIECES BY FIREBALL
Timing:	

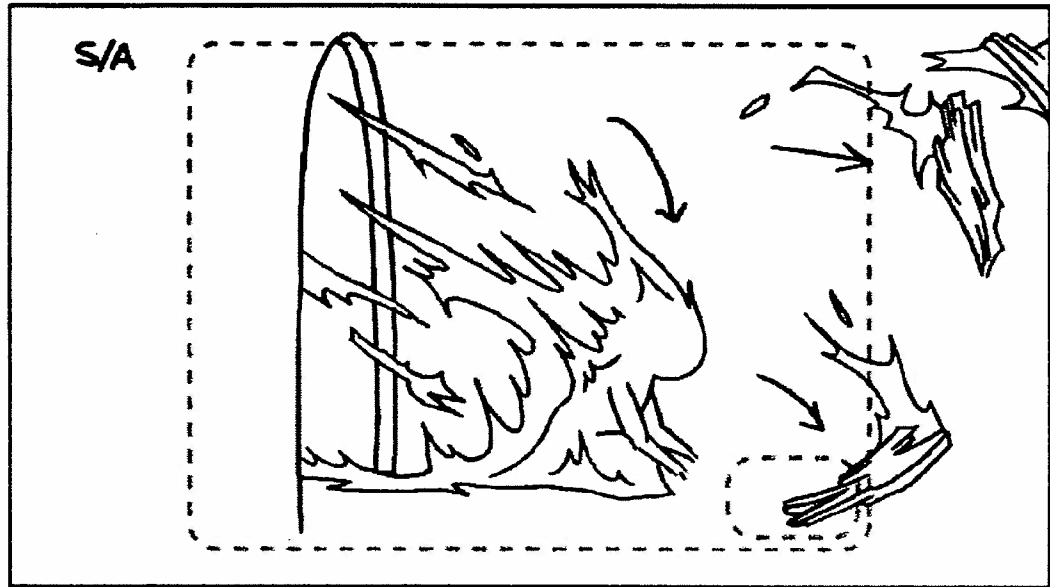
EPISODE # 1014-116  
Production :

ADVENTURE TIME

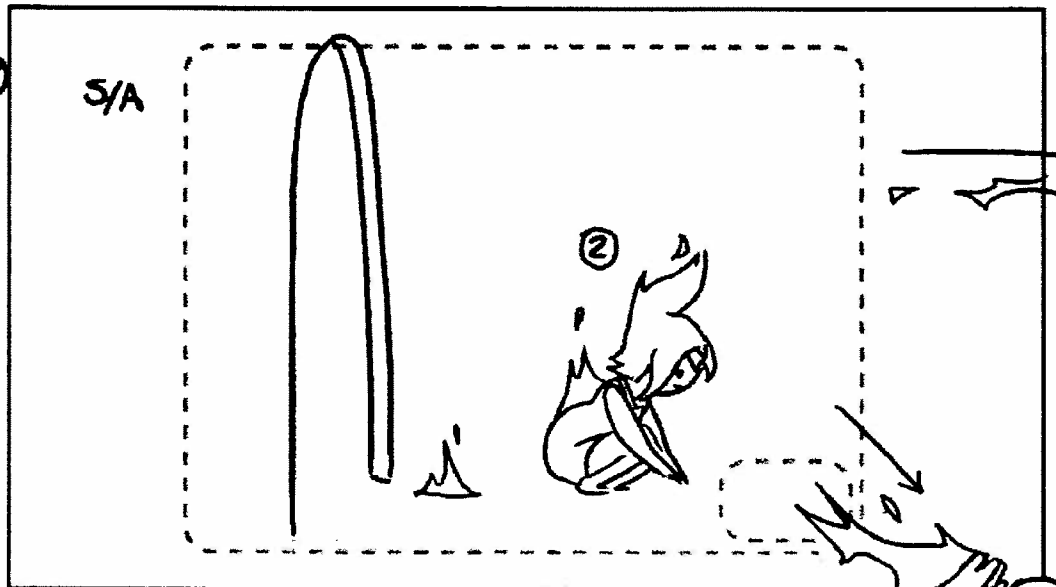


Page 190

Sc. 109 Pnl. C Bg. day night



Sc. 109 Pnl. D Bg. day night



Dialog:		
Action:	FIREBALL FORMS INTO FP SHAPE	• FP RETURNS TO NORMAL FORM • DEBRIS LANDS
Timing:		



EPISODE #  
1014-116

Production :

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# ADVENTURE TIME



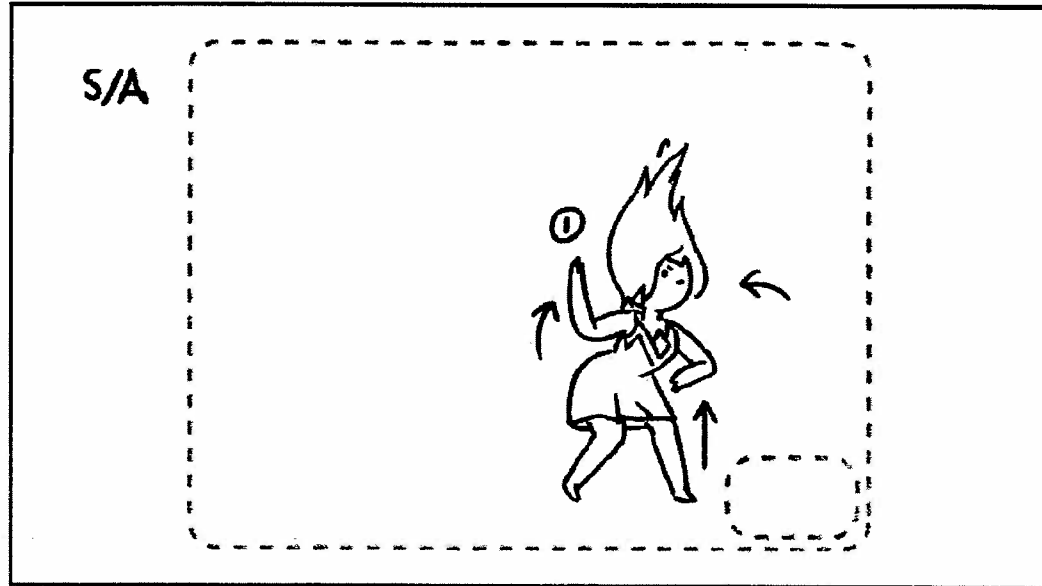
Page 191

Sc. 109

Pnl. E

Bg.

day night

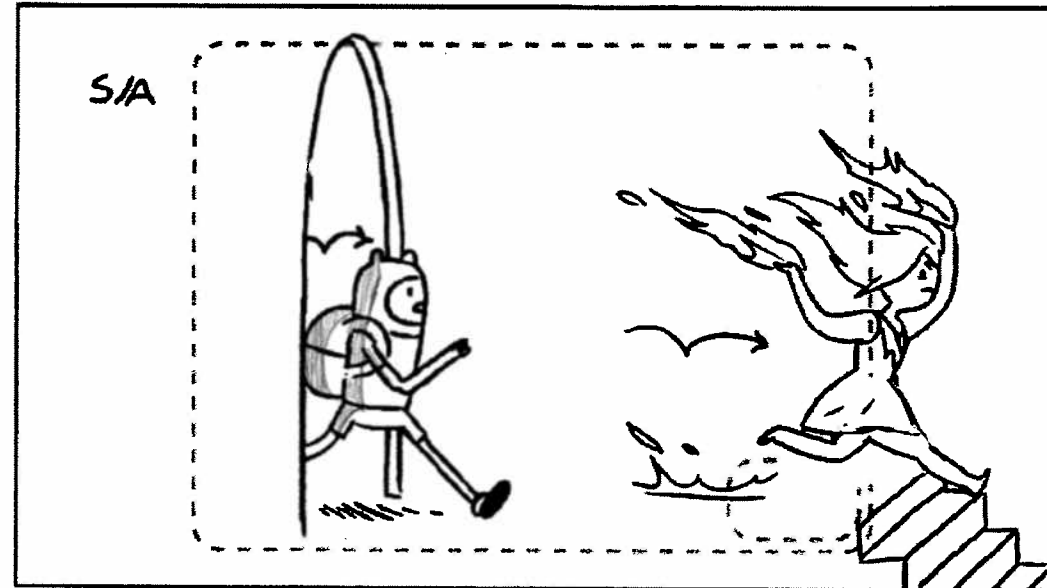


Sc. 109

Pnl. F

Bg.

day night



EPISODE # 1014-116

Dialog:

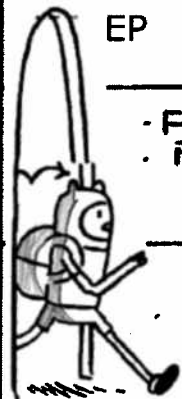
(F) (OFF SCREEN)

-- OKAY, YEAH --

That worked...

EP

• FP GETS UP, LIFTS ARMS  
• FIREBALLS FORM IN HANDS



(F)

Now what do you...

• FINN RUNS ON/S  
• FP RUNS W/FIREBALLS IN HANDS

Production :



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# ADVENTURE TIME

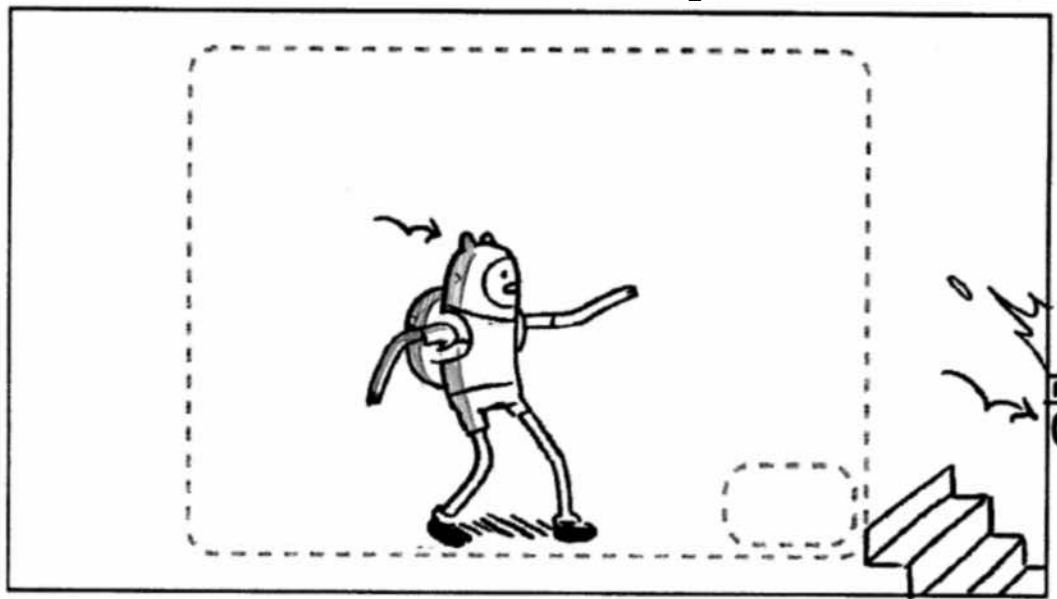


Sc. 109

Pnl. F

Bg.

day night

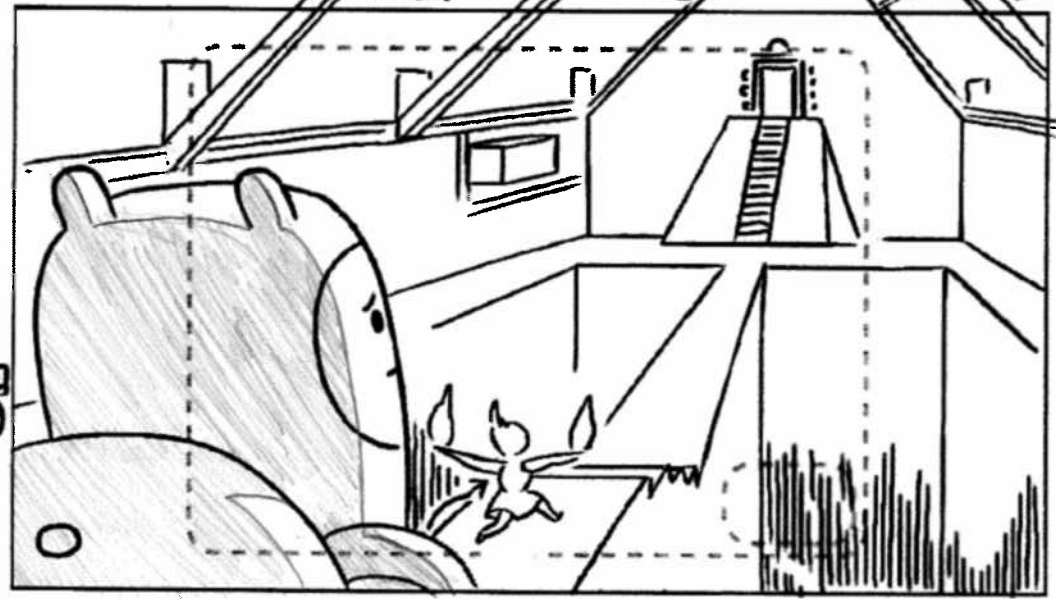


Sc. 110

Pnl. A

Bg.

day night



Dialog:

(F): Do.

(FP): [WILD SCREAMING]

FP: [SCREAM CONTINUES]

Action:

FP RUNS OFF/S

FP RUNS DOWN PATH

Timing:

EPISODE # 1014-116

Production :

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# ADVENTURE TIME



Sc. 110      Pnl. B      Bg.      day night

S/A

S/A

Sc. 110      Pnl. C      Bg.      day night

S/A

S/A

Dialog:	
FP [SCREAMING CONTINUES]	SFX *FWOOSH*
Action:	
FP DESCENDS STAIRS	FP THROWS FIREBALLS AS SHE RUNS
Timing:	

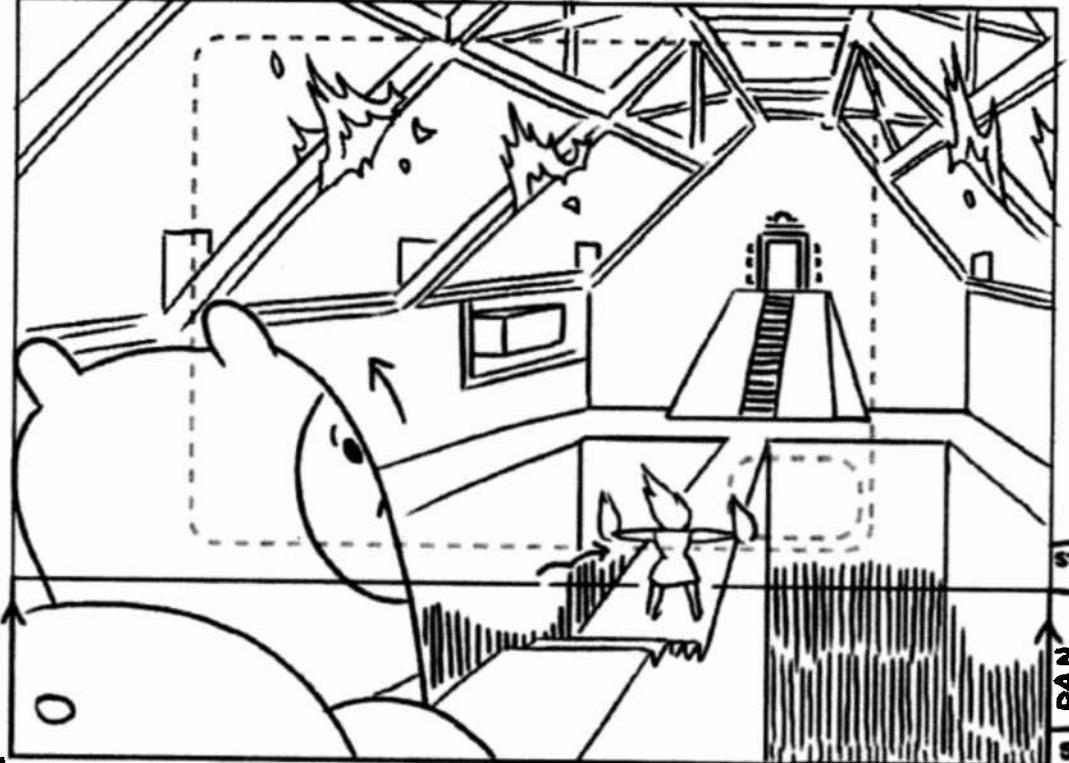
EPISODE # 1014-116

Production :

ADVENTURE TIME



Sc. 110 Pnl. D Bg. day night

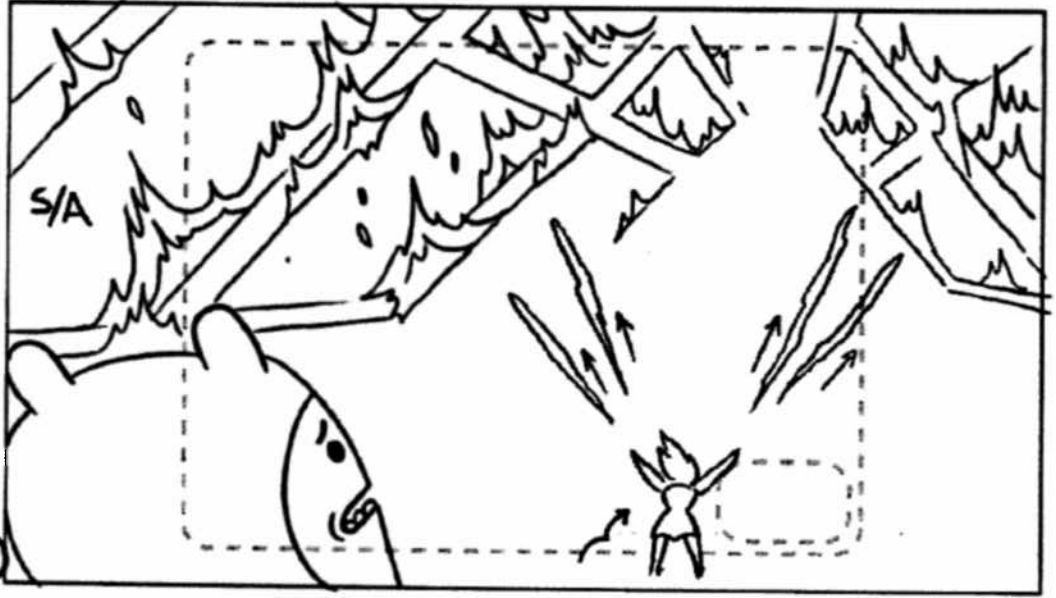


SFX: x FWOOM

- Action:
- FIREBALLS HIT RAFTERS
  - FINN LOOKS UP
  - PAN W/FIREBALLS

Timing:

Sc. 110 Pnl. E Bg. day night



Ⓢ YEEE.

SFX: \*FWOOM\*

- RAFTERS BURST INTO FLAME
- FINN IS ALARMED
- FP THROWS FOUR MORE FIREBALLS AS SHE RUNS

EPISODE # 1014-116

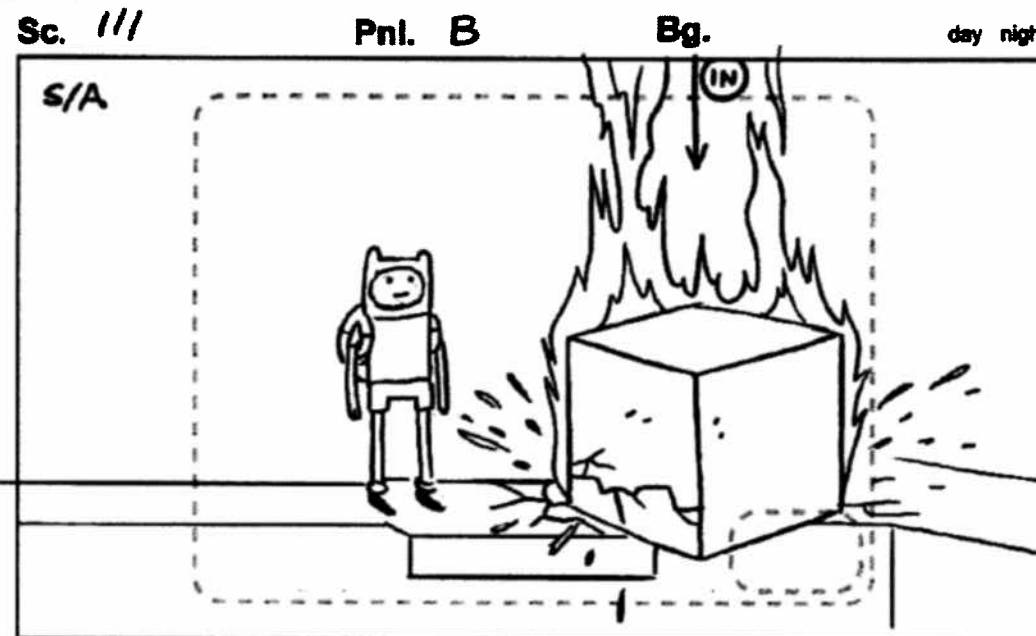
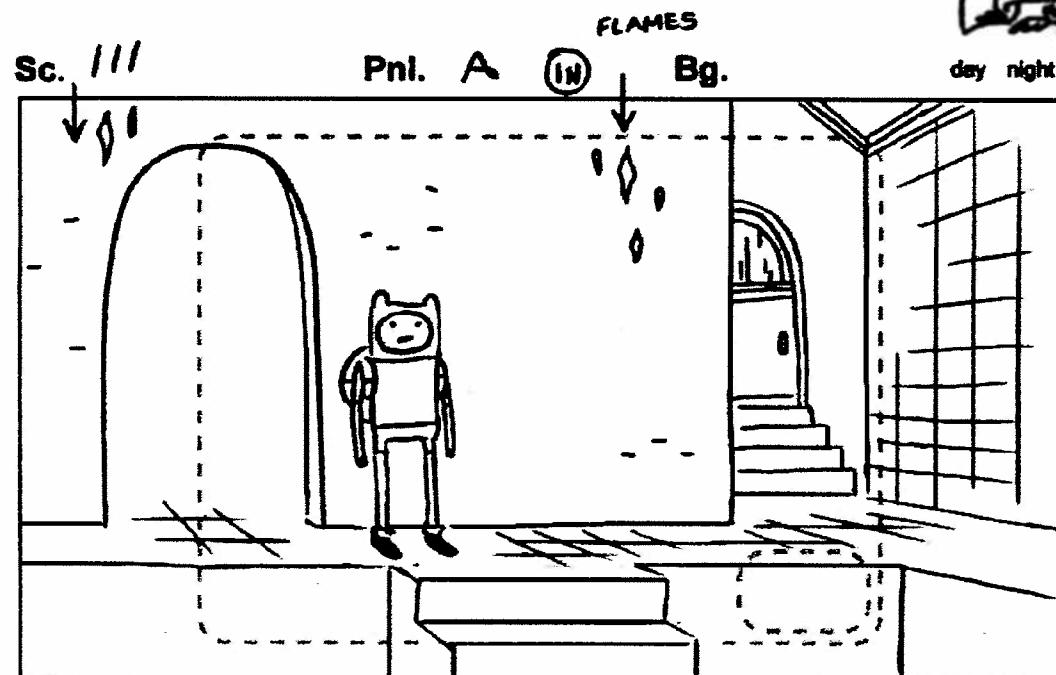
Production :

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# ADVENTURE TIME



Page 195



Dialog:

SFX: \* FIRE CRACKLING \*

SFX: \* THOOM \*

Action:

FLECKS OF FIRE FALL ON/S

• FLAMING CEILING BLOCK LANDS  
NEAR FINN

• IMPACT THROWS SHOWER OF SPARKS

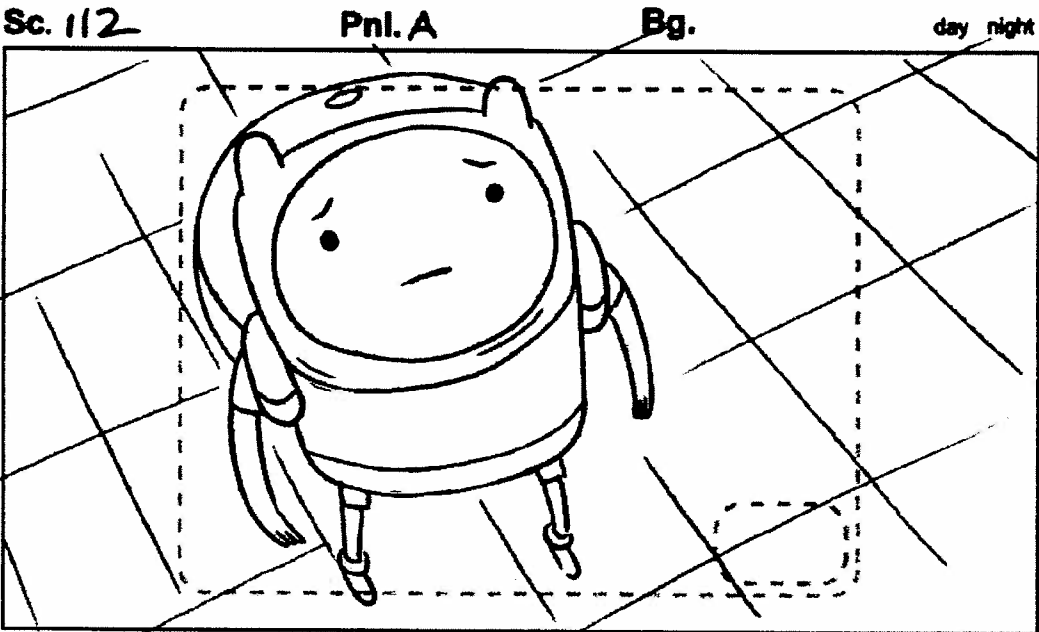
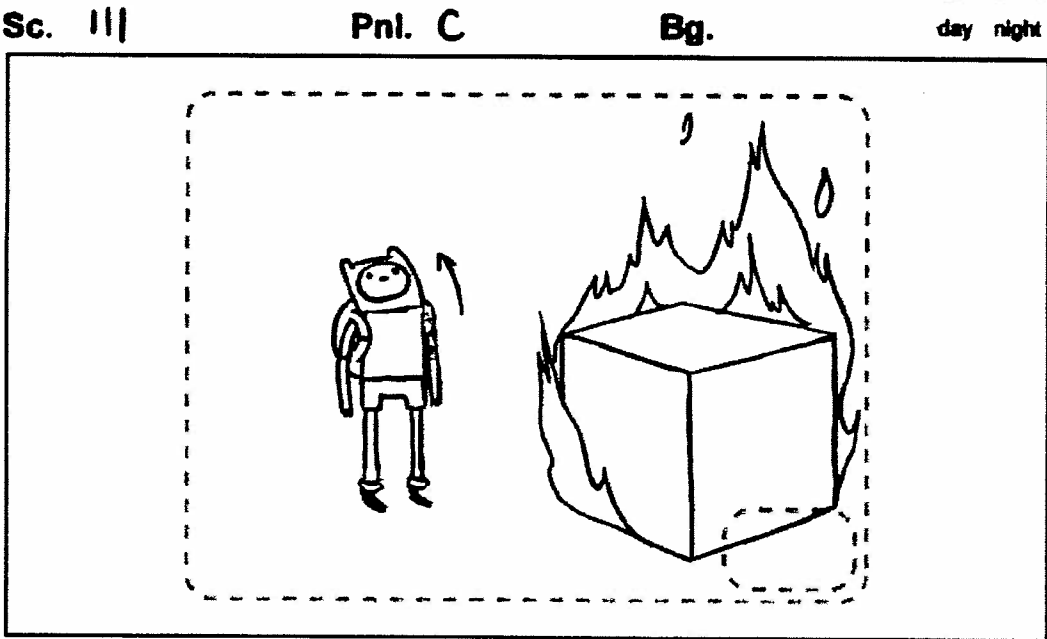
Timing:

EPISODE # 1014-116

Production :

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# ADVENTURE TIME



Dialog:
Ⓕ HUH.
Action:
- FINN LOOKS UP
Timing:

EPISODE # 1014-116

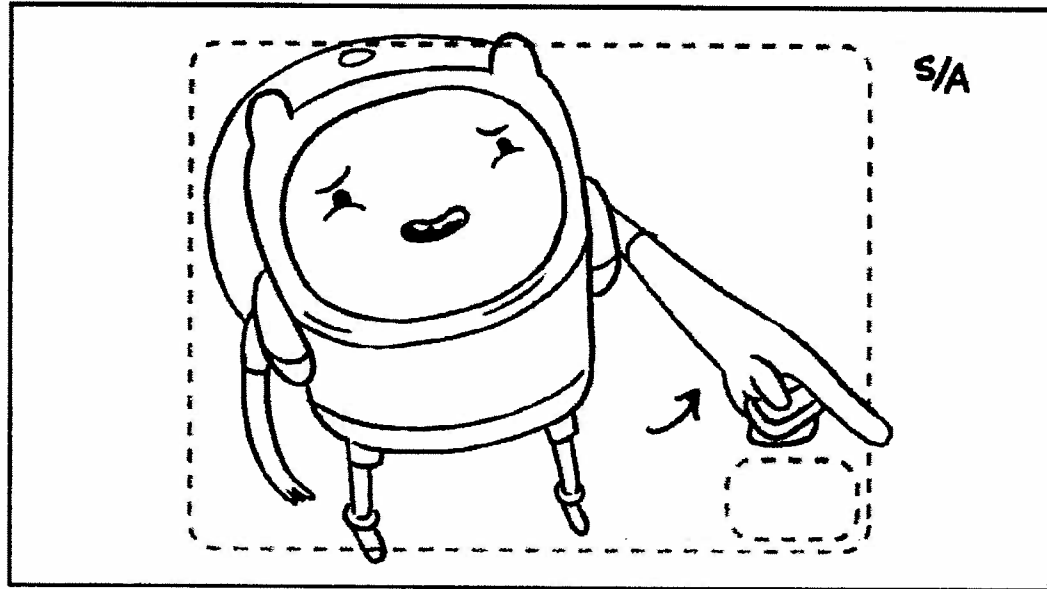
Production :

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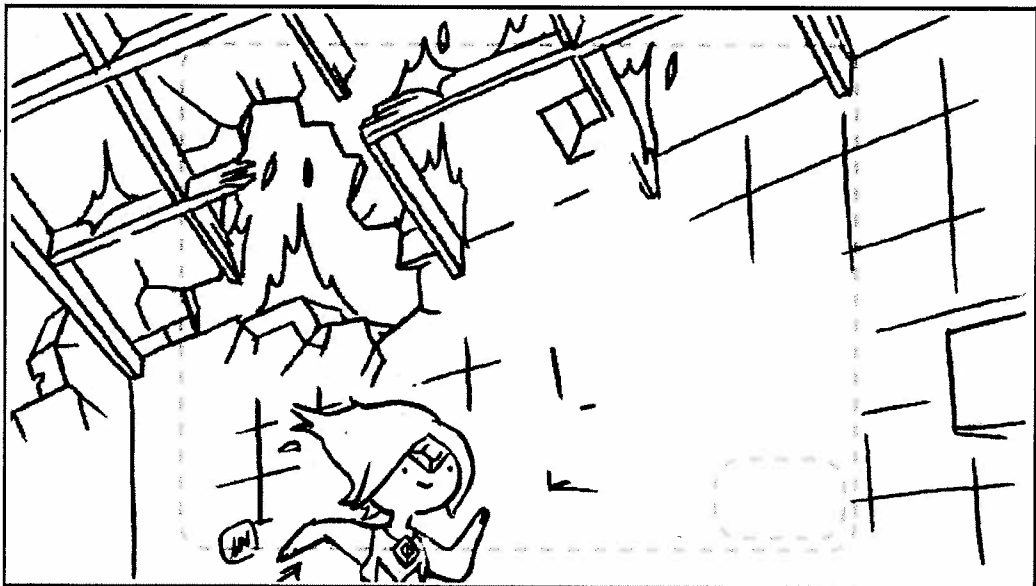
ADVENTURE TIME



Sc. 112 Pnl. B Bg. day night



Sc. 113 Pnl. A Bg. day night



Dialog:	F GOOD... GOOD JOB, F.P...	
Action:	F SMILES NERVOUSLY F POINTS	• SECTION OF CEILING IS COLLAPSED • FP RUNS ON/S • CEILING IS ON FIRE
Timing:		

EPISODE # 1014-116

Production :

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ADVENTURE TIME



Sc. 113 Pnl. B Bg. day night



Sc. 113 Pnl. C Bg. day night



Dialog:

ⓔP THANKS, F THE H!

Action:

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



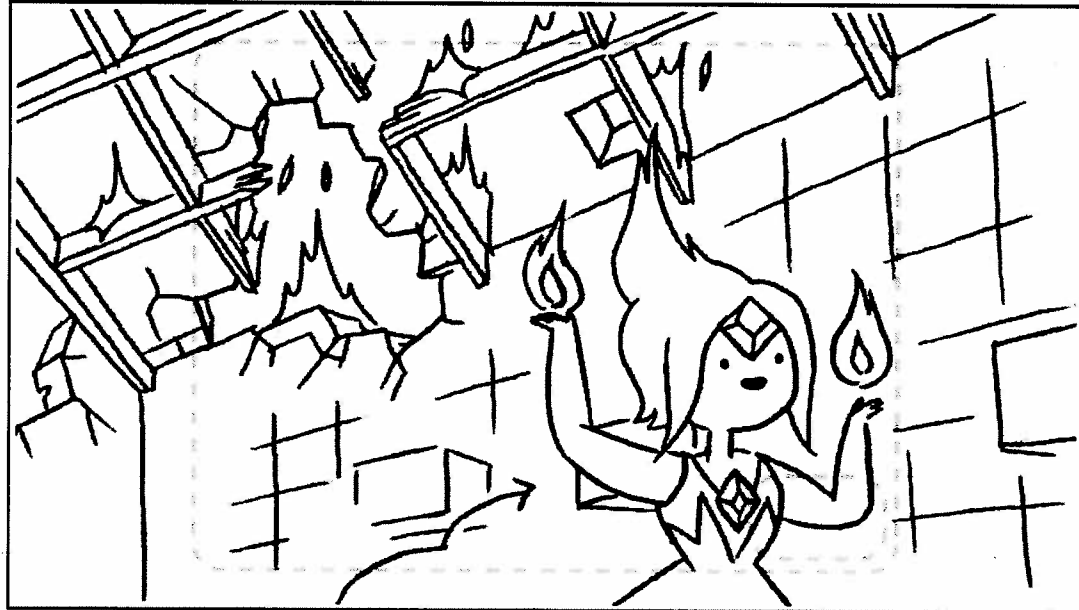
Page 197b

Sc. 113

Pnl. D

Bg.

day night

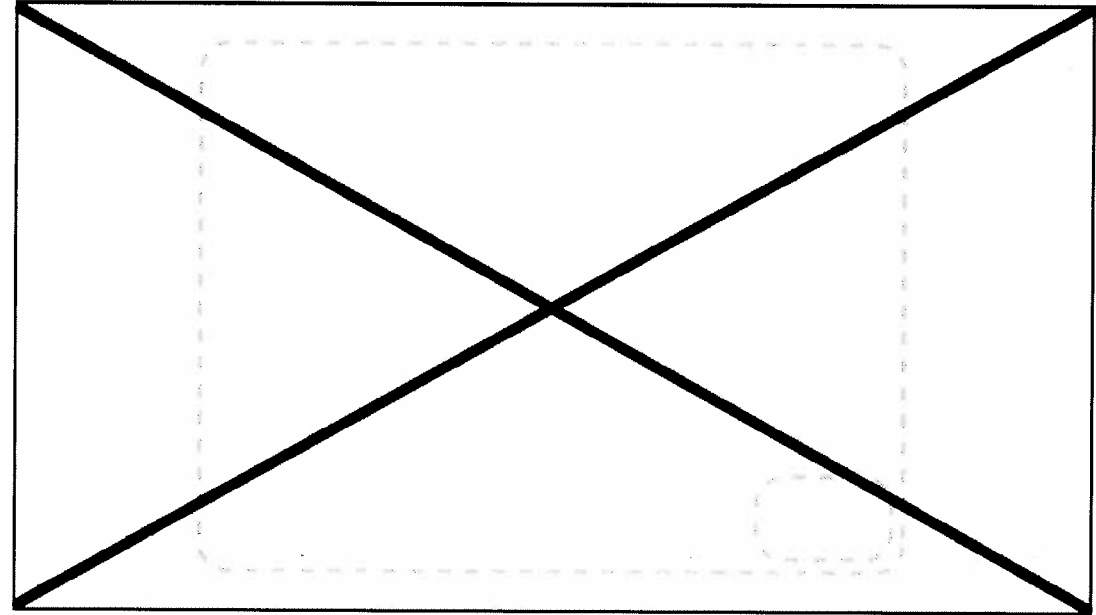


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1014-116

Production :



# ADVENTURE TIME



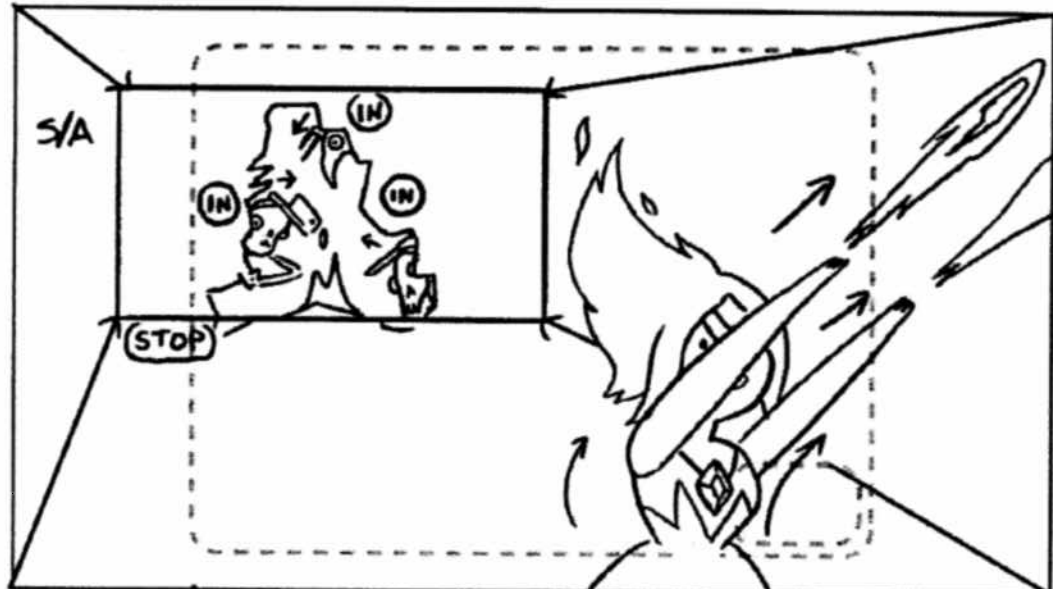
Page 198

Sc. 113

Pnl. E

Bg.

day night



(START)

Dialog:

FP: HUA!  
SFX: \* FFF -FFF\*

Action:

• SKELETONS EMERGE FROM COLLAPSED SECTION OF CEILING.  
• FP SHOOT FIREBALLS OFF/S.

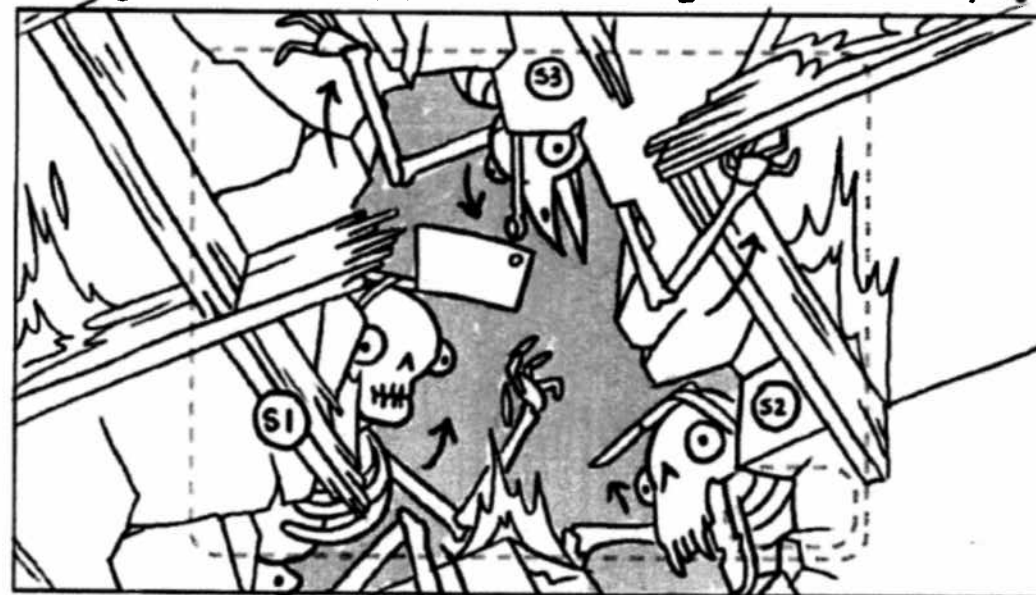
Timing:

Sc. 113

Pnl. F

Bg.

day night



SFX: KKK KKK KKK KKK

GOO SKULLS: [GROSS NOISES]

• SKELETONS CRAWL OUT OF HOLE  
• TRUCK IN ON HOLE



EPISODE # 1014-116

Production :

# ADVENTURE TIME



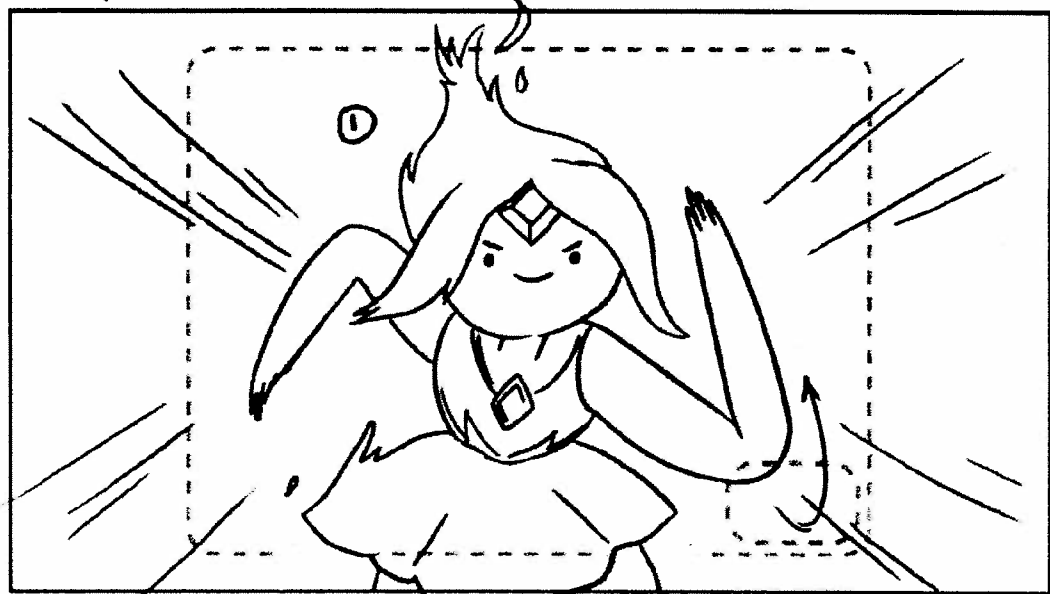
Page 199

Sc. 114

Pnl. A

Bg.

day night

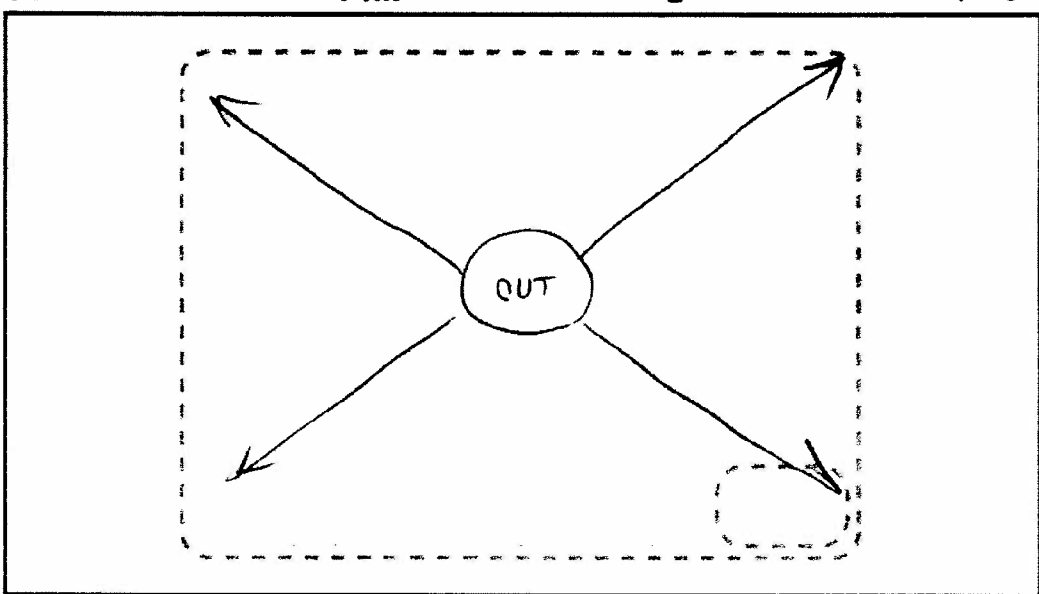


Sc.

Pnl.

Bg.

day night



Dialog:

FP: [RUNNING]

Action:

Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME

200

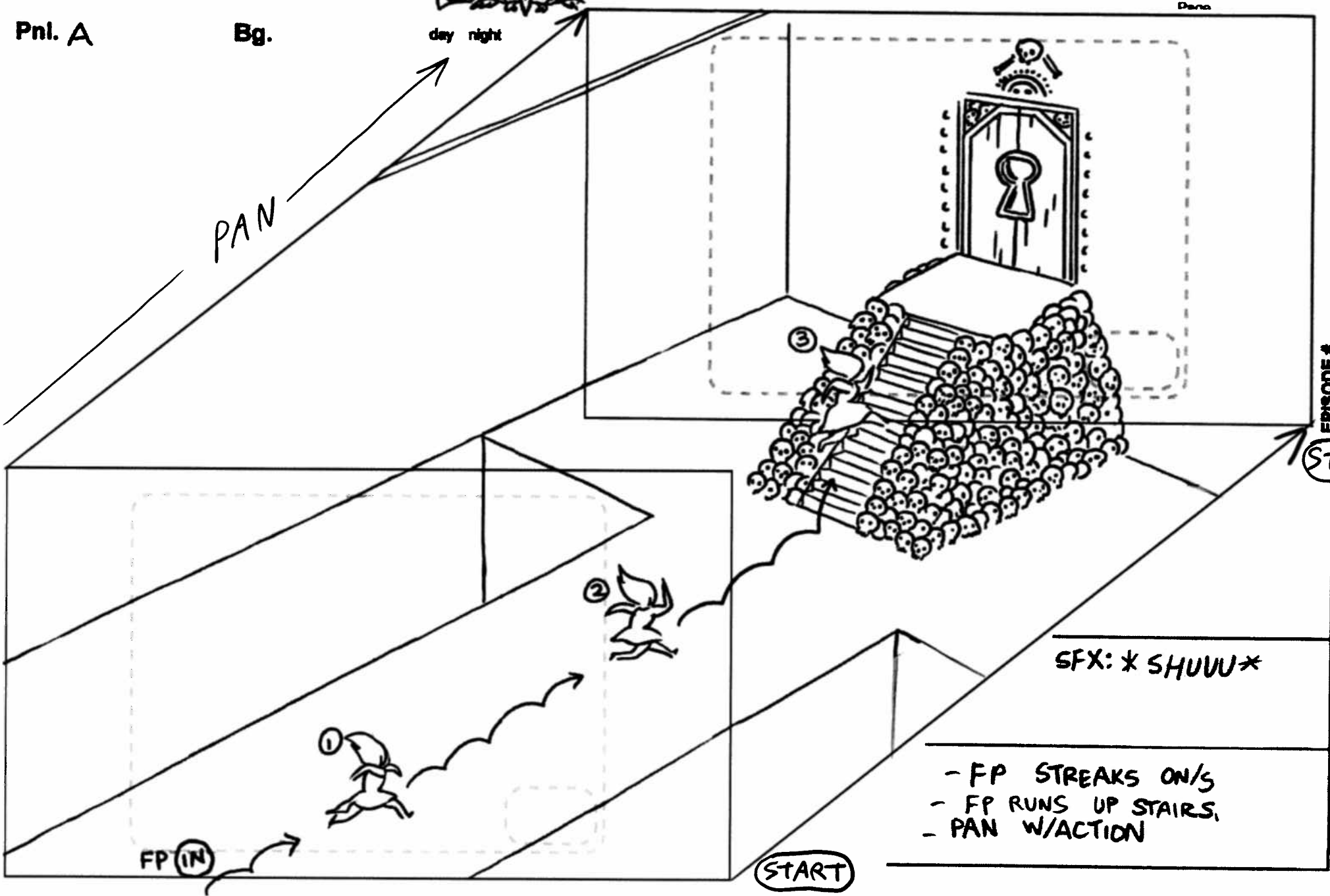
Sc. 115

Pnl. A

Bg.

day night

PAN



1014-116

EPISODE #

STOP

SFX: \* SHUUU \*

- FP STREAKS ON/S
- FP RUNS UP STAIRS,
- PAN W/ACTION

START

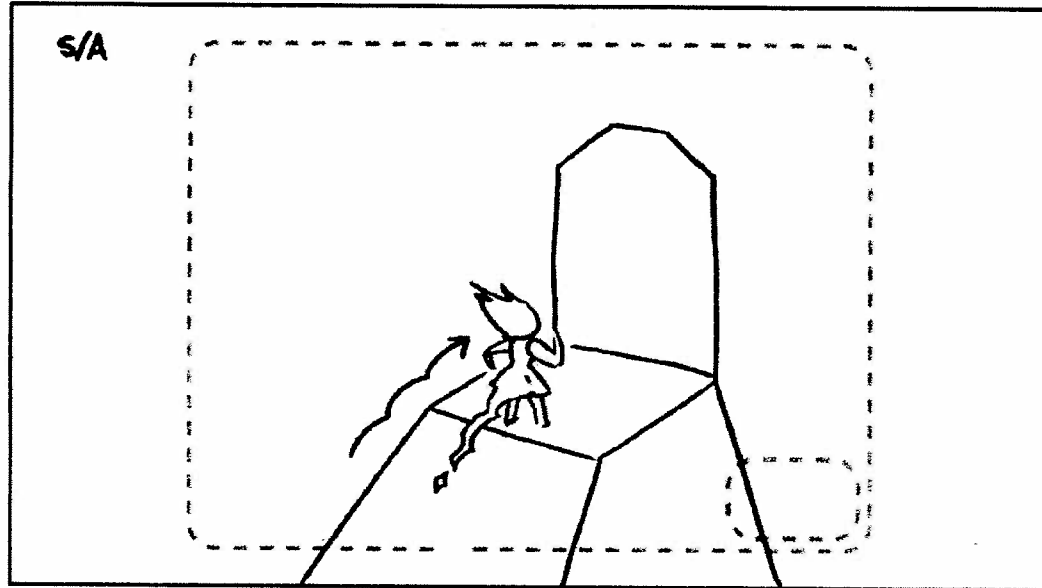
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# ADVENTURE TIME

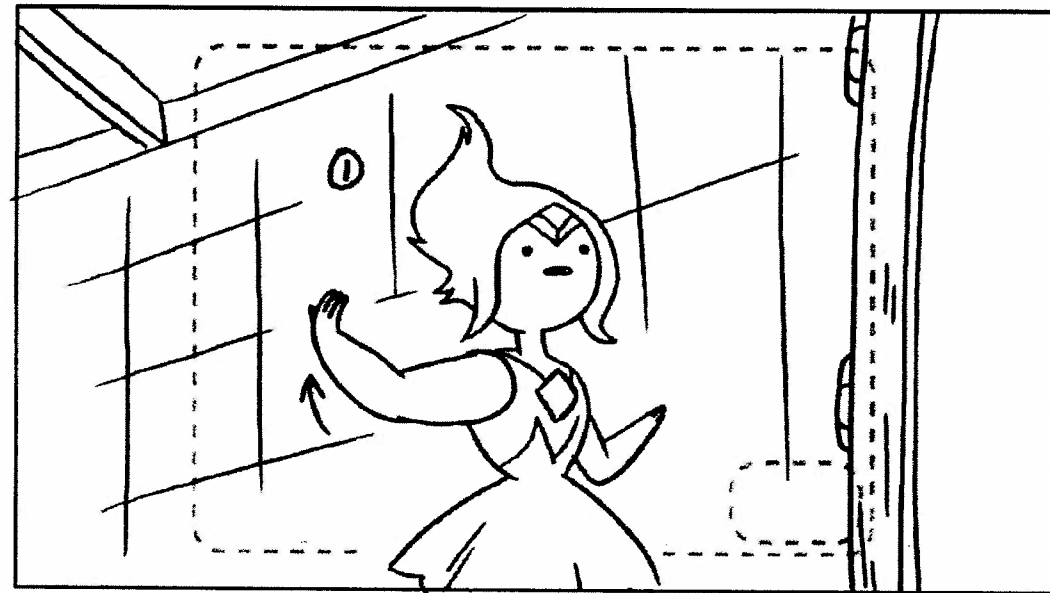


Page 201

Sc. 115 Pnl. B Bg. day night



Sc. 116 Pnl. A Bg. day night



Dialog:

(FP) UGH. DOORS.

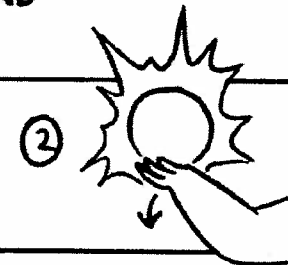
(FP) ① BURN. ② BURN.

Action:

- FP STOPS NEXT TO FINAL DOOR

- FP FORMS A FIRE ORB IN HER HAND

Timing:



EPISODE # 1014-116

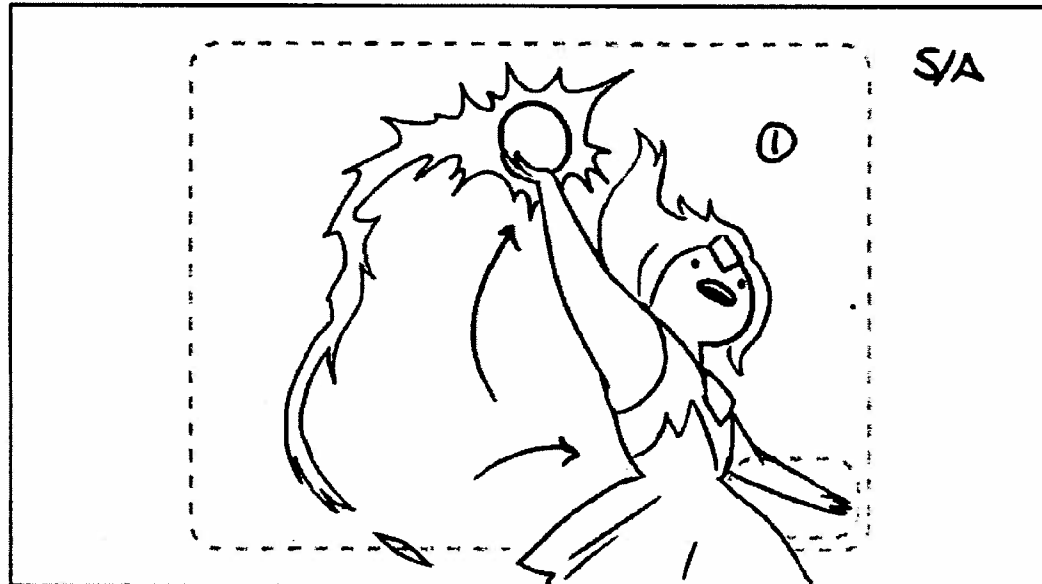
Production :

# ADVENTURE TIME

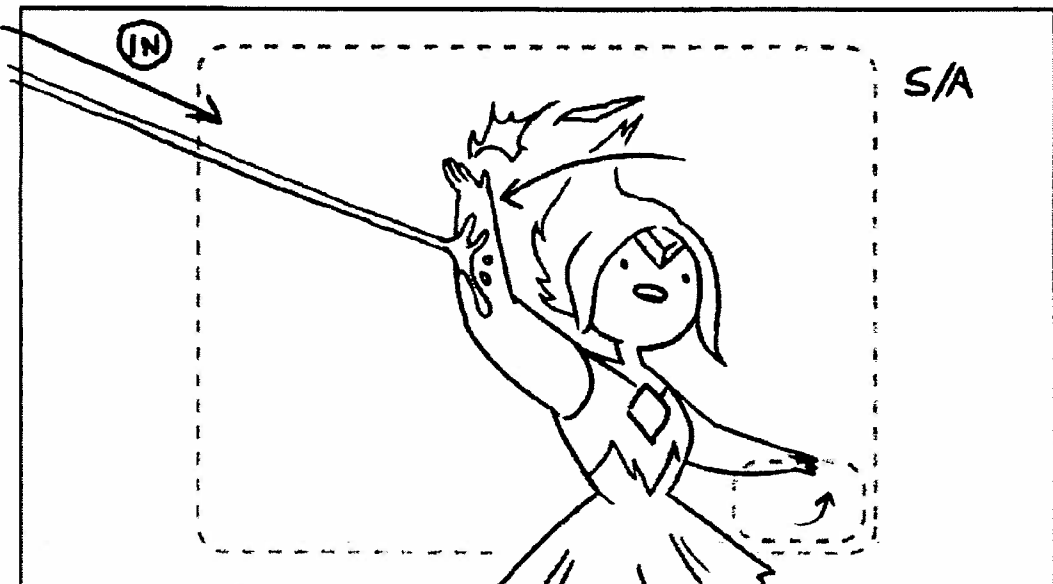


Page 202

Sc. 116 Pnl. B Bg. day night



Sc. 116 Pnl. C Bg. day night



Dialog:

(FP): BURN.

FP: WHU-

SFX: \* THWIP \*

Action:

FP SWINGS FIRE ORB AT WALL

\*GOOEY WEB SHOOT ON/S AND SNAGS WRIST, JERKING HER ARM BACK  
\* FIRE ORB DISSIPATES

Timing:



EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 203

Sc. 117 Pnl. A Bg. day night



Sc. 117 Pnl. B Bg. day night



Dialog:  
GOO  
SKULLS: [ANGRY RATTLING + HISSING]

SFX: THWP THWP  
GOO SKULLS: [SPITTING]

Action:  
• SKULL#6 HAS A GOO WEB STRETCHED FROM ITS MOUTH  
• CEILING CONTINUES TO BURN

— 2 OTHER SKELETONS SHOOT GOO STREAMS

Timing:

GOO SACK  
VISIBLE  
UNDER  
RIB CAGE



EPISODE # 1014-116

Production :

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ADVENTURE TIME

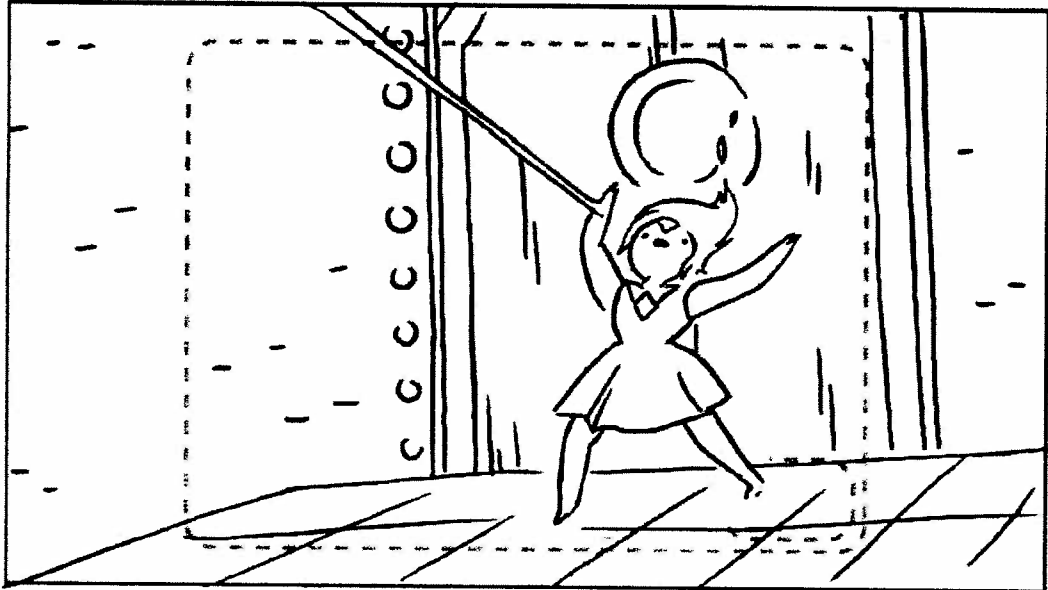


Sc. 118

Pnl. A

Bg.

day night

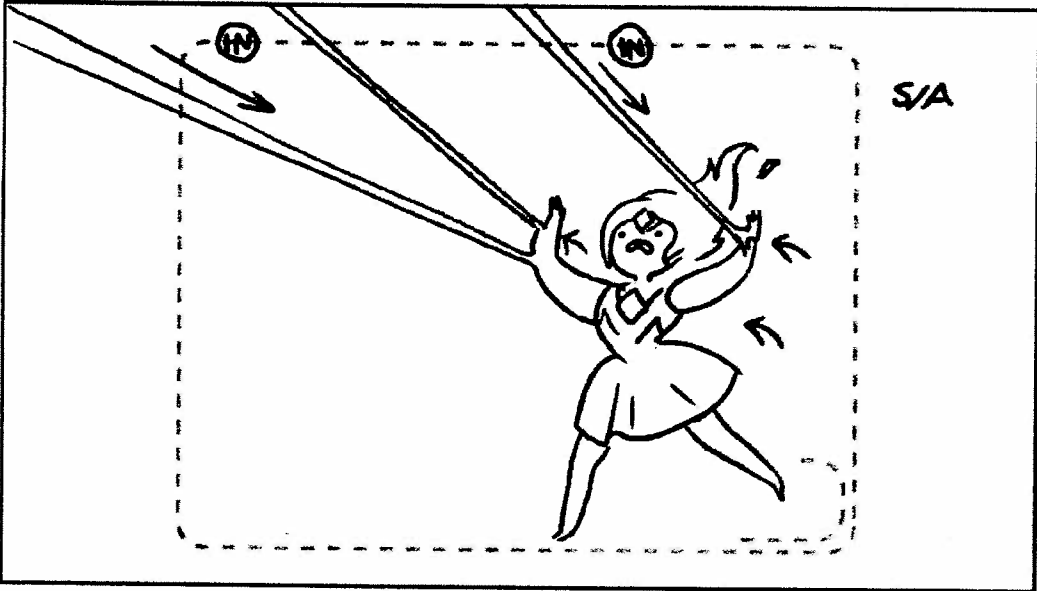


Sc. 118

Pnl. B

Bg.

day night



Dialog:

(FP) AAUGHH!  
(SFX) \*THWIP\*

Action:

TWO MORE WEBS STICK TO FP'S ARMS

Timing:

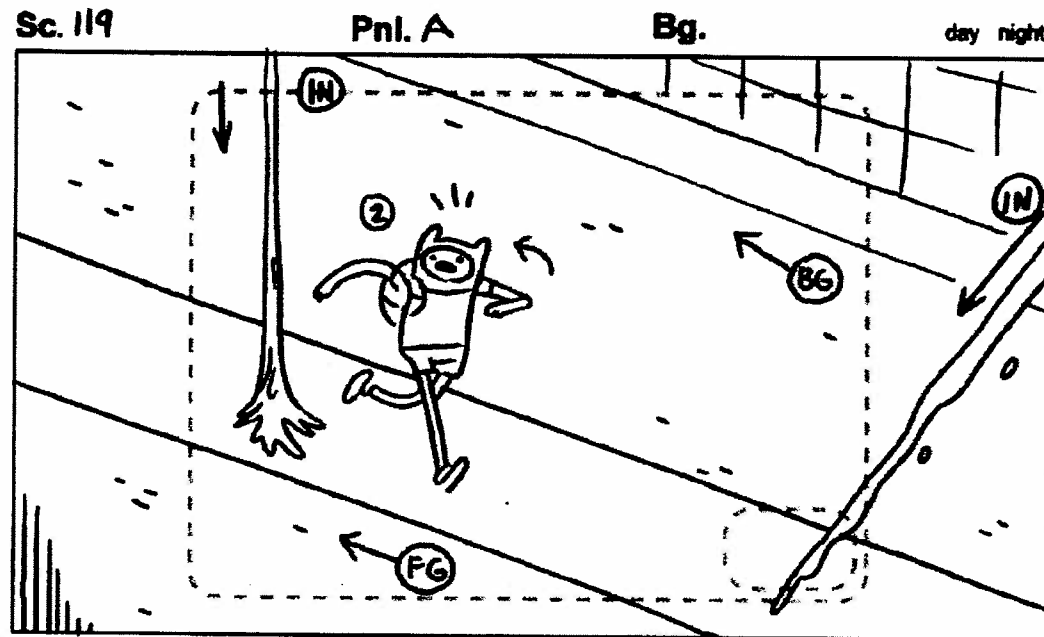
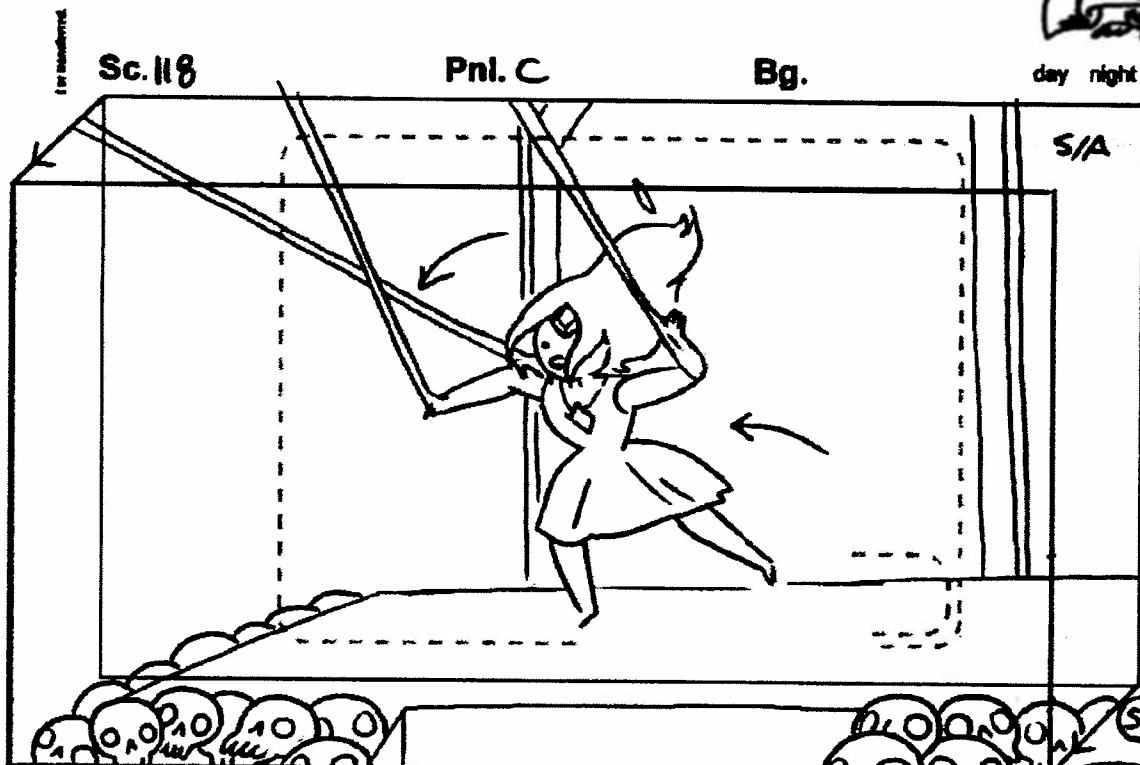
EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 205



(FP): [STRUGGLING]

SFX: SHKSHH

(F) ② OH SHAM MA'AM--

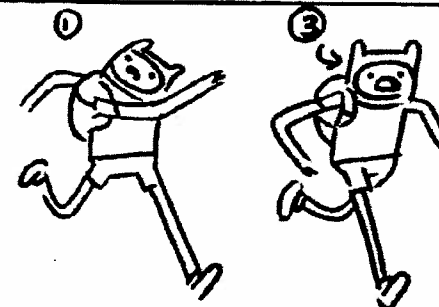
③ IT'S A LEGION OF GOD SKULLS!

Action:

• G00 GRIPS FP, YANKS HER FORWARD

• FINN RUNS TOWS FP  
• WEBS FLY AT FINN  
• BG PANS

Timing:



EPISODE # 1014-116

Production :



# ADVENTURE TIME



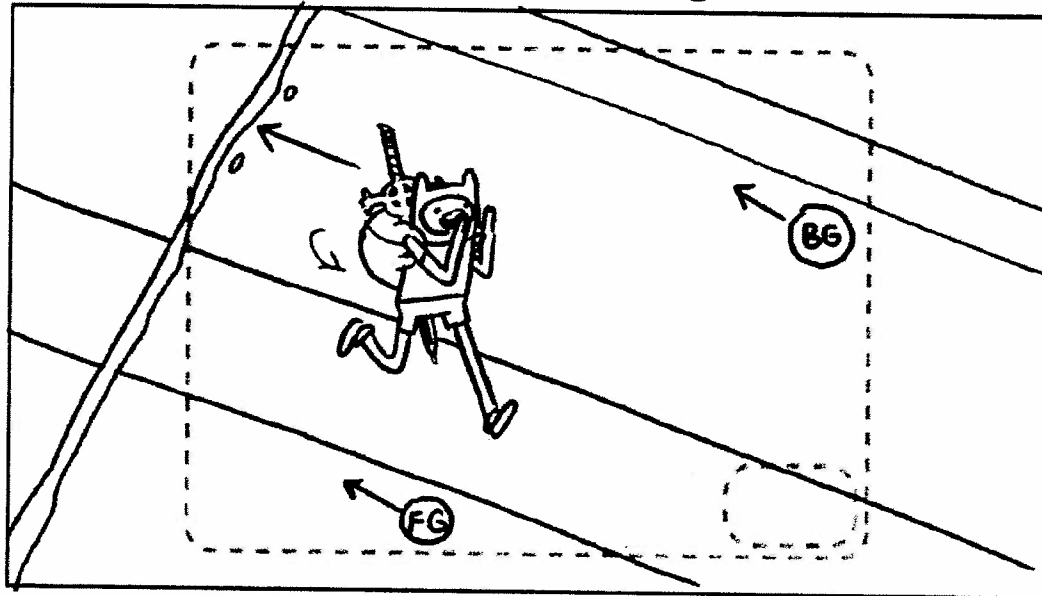
Page 206

Sc. 119

Pnl. B

Bg.

day night

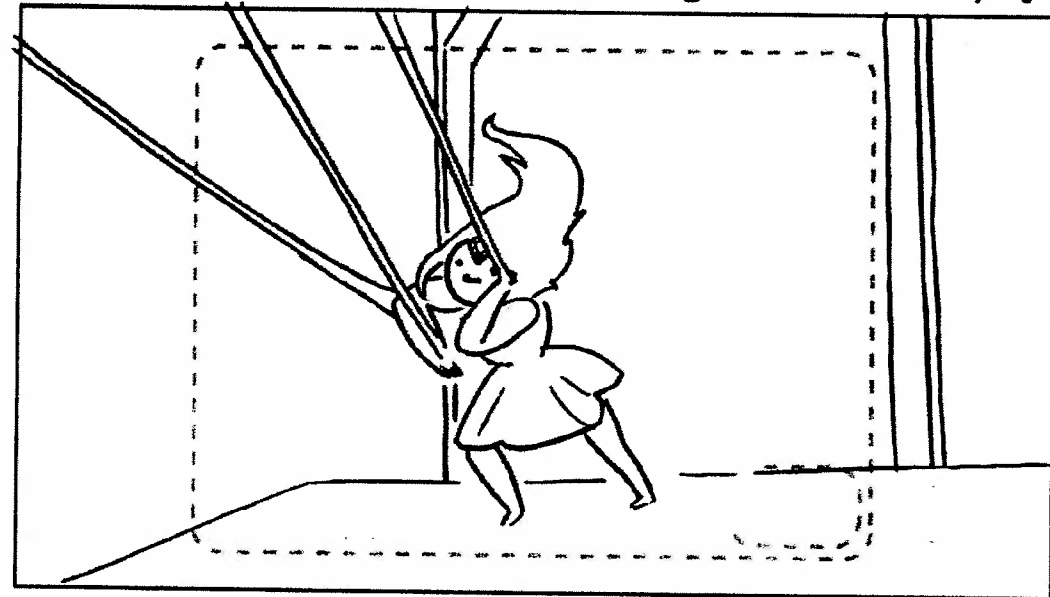


Sc. 120

Pnl. A

Bg.

day night



Dialog:

ⓕ UH, HOW DO YOU DEFEND ??

ⓕ [ STRAWING ]

Action:

Timing:

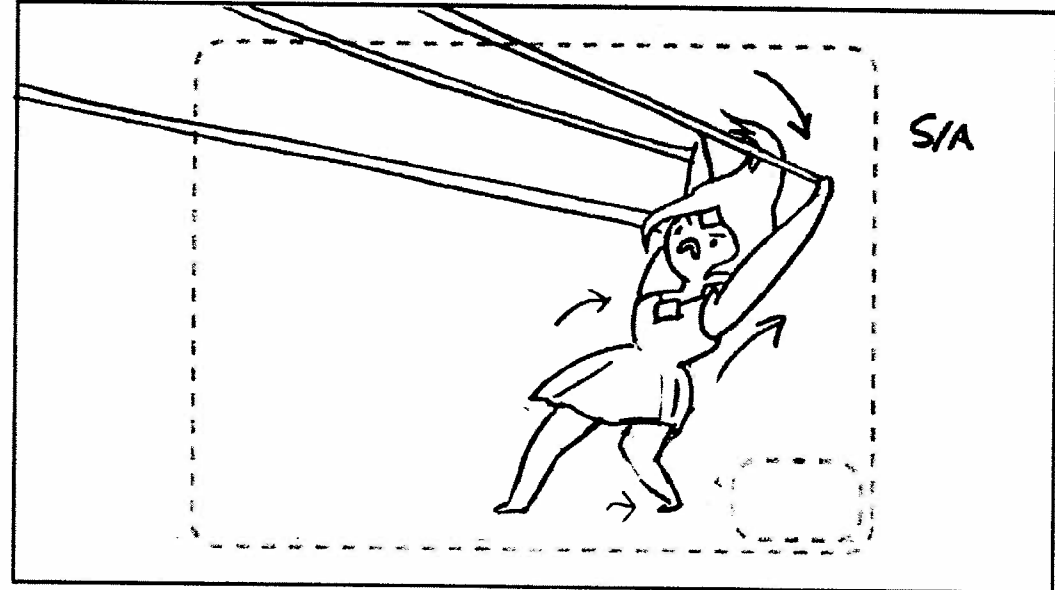
EPISODE # 1014-116

Production :

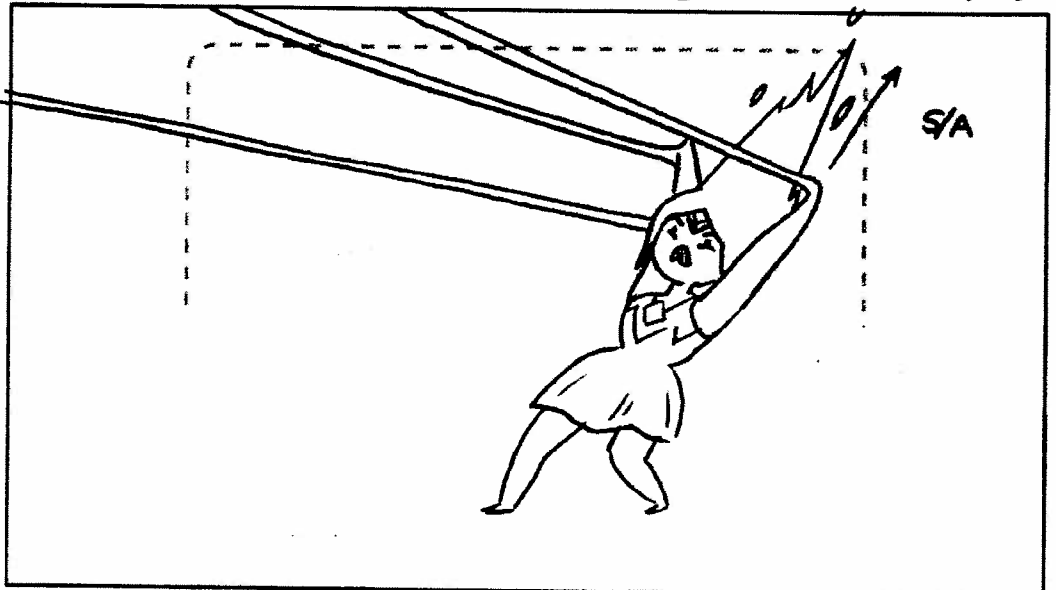
ADVENTURE TIME



Sc. 120 Pnl. B Bg. day night



Sc. 120 Pnl. C Bg. day night



Dialog:	
FP [STRAINING]	FP) Snake fire!
Action:	
-FP PULLS AGAINST GOO WEBS	-FP'S HEAD FLAME FLARES HIGH
Timing:	

EPISODE # 1014-116

Production :

ADVENTURE TIME



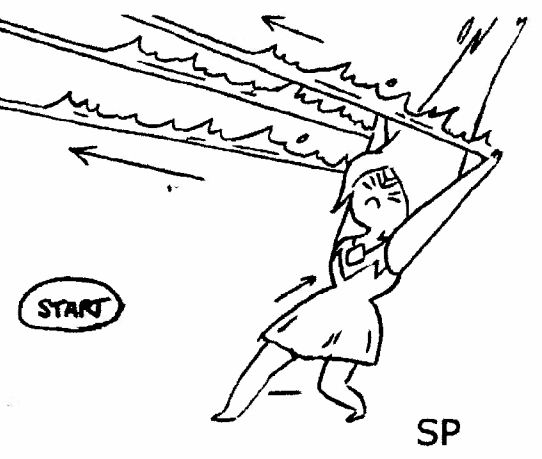
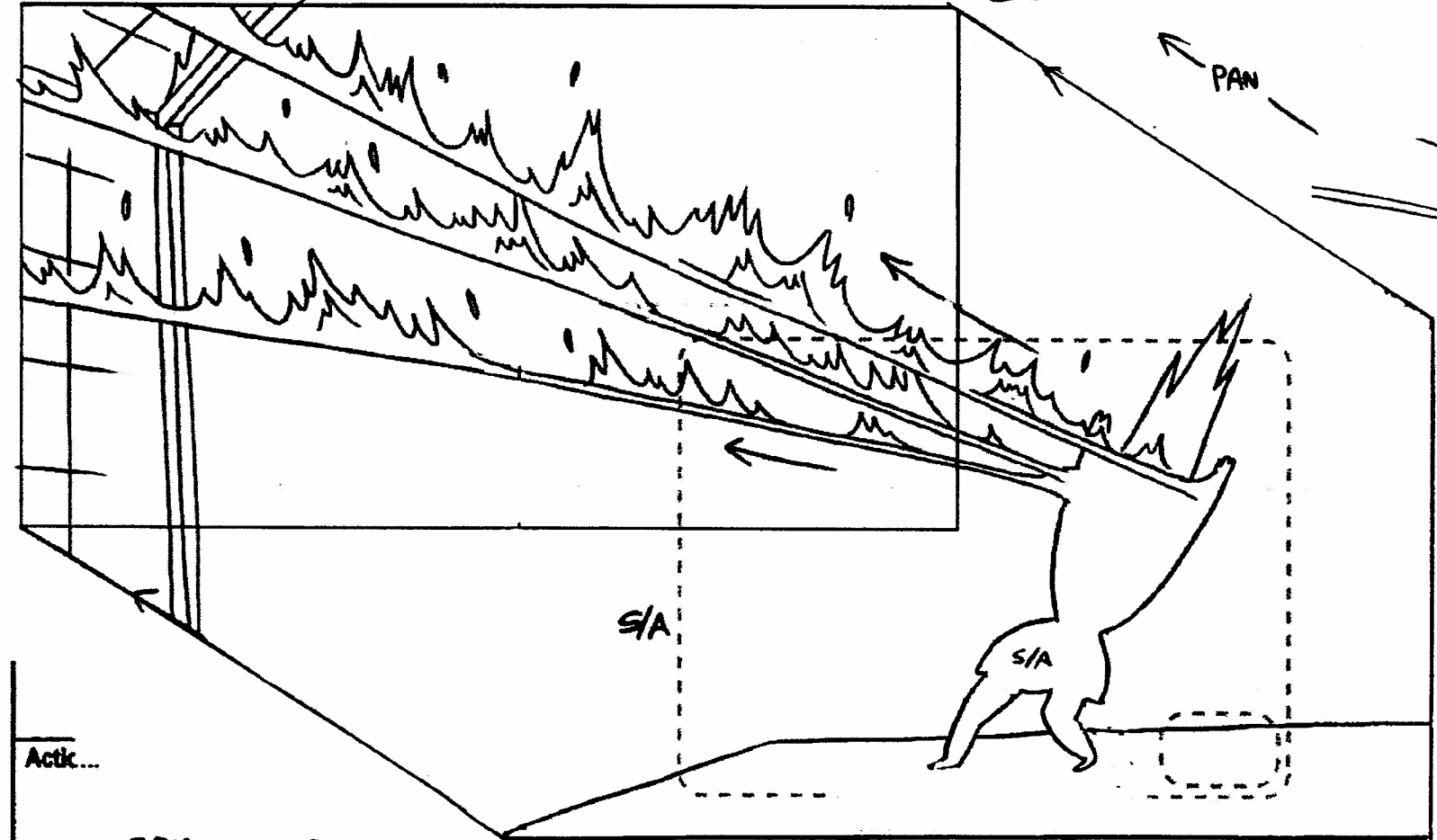
Sc. 120

Pl. D

Bg.

day night

STOP



Actk...

SFX: \* SSSSS \*

- GOOP LINES IGNITE LIKE QUICK FUSES

Timing:

EPISODE # 1014-116

Production :

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# ADVENTURE TIME



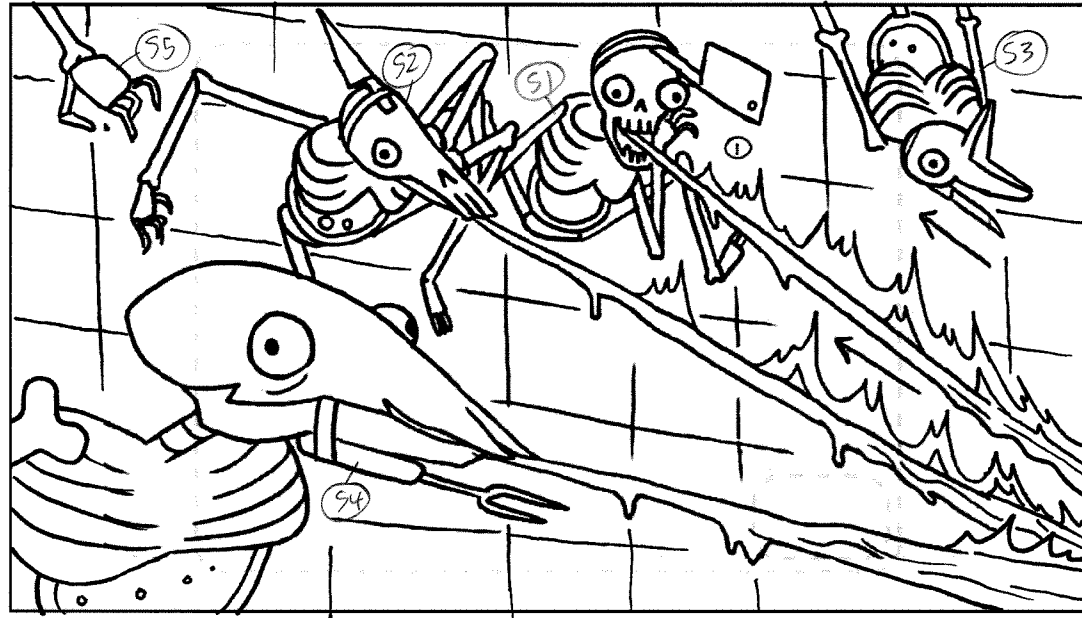
Page 209

Sc. 121

Pnl. A

Bg.

day night

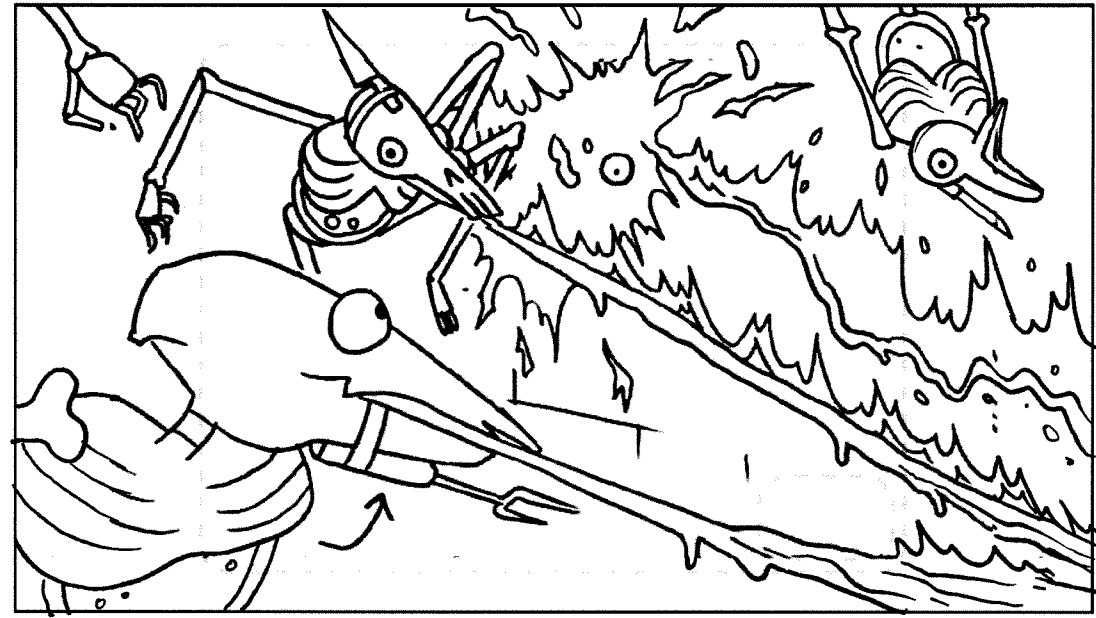


Sc. 121

Pnl. B

Bg.

day night



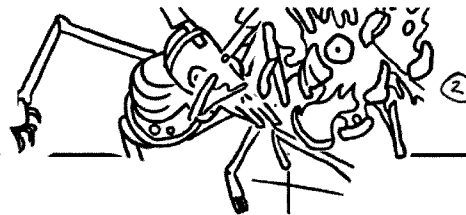
Dialog:

SFX \* SSSS\* [CONT] SFX\* POOM\*

SFX\* POOM\*

Action:

- FLAME TRAVELS UP GOO AND  
APPROACHES GOOEY BUGS



. SKELETON 4 TURNS TO SEE

Timing:

. SKELETON 1 EXPLODES

EPISODE # 1014-116

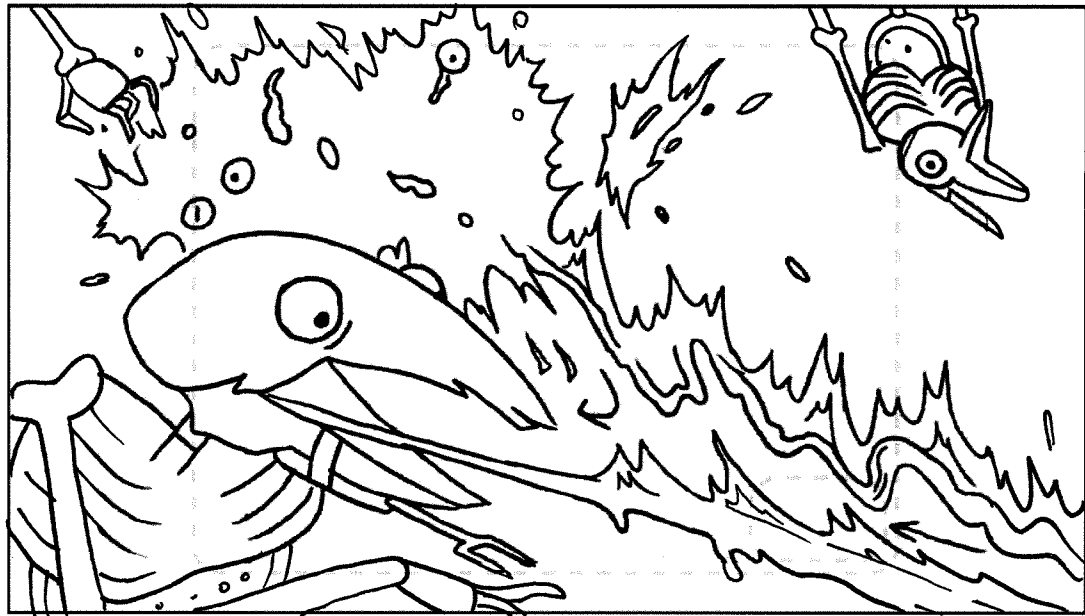
Production :

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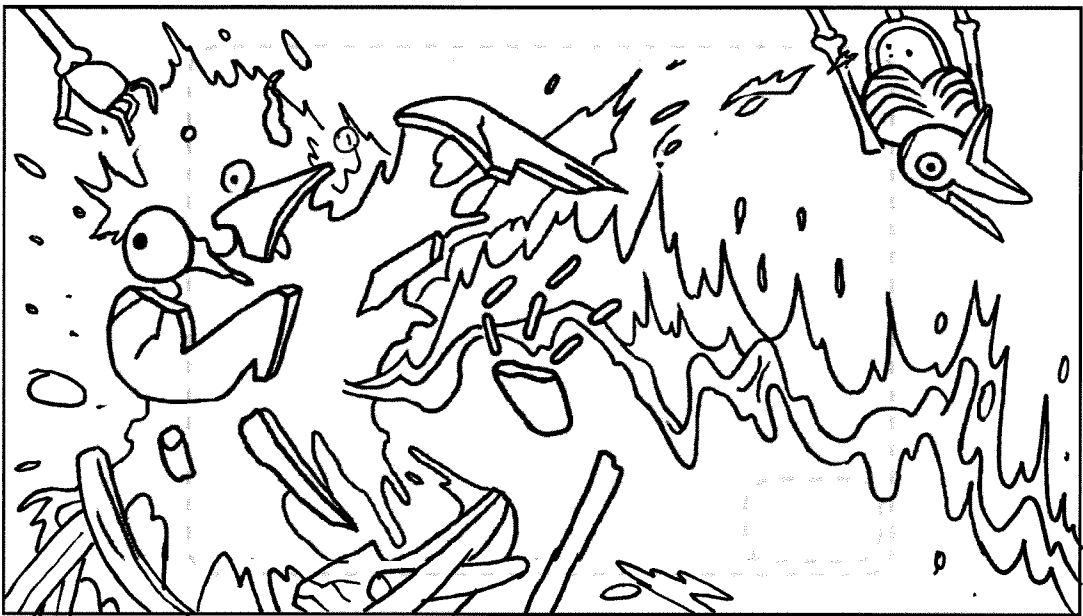
ADVENTURE TIME



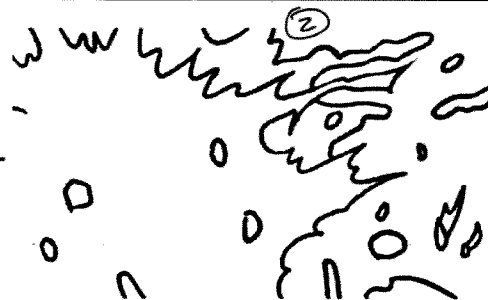
Sc. 121 Pnl. C Bg. day night



Sc. 121 Pnl. D Bg. day night



Dialog:	
GOO SKULL: [WORRIED SOUNDS]	
SFX: * POOM *	
Action:	
• SKELETON 6 EXPLODES • SKELETON 4 TURNS BACK, GRABS GOO THREAD	• SKELETON 4 EXPLODES • SKELETON 6 EXPLOSION FLAMES OUT
Timing:	
• FIRST EXPLOSION FLAMES OUT	



EPISODE # 1014-116

Production :

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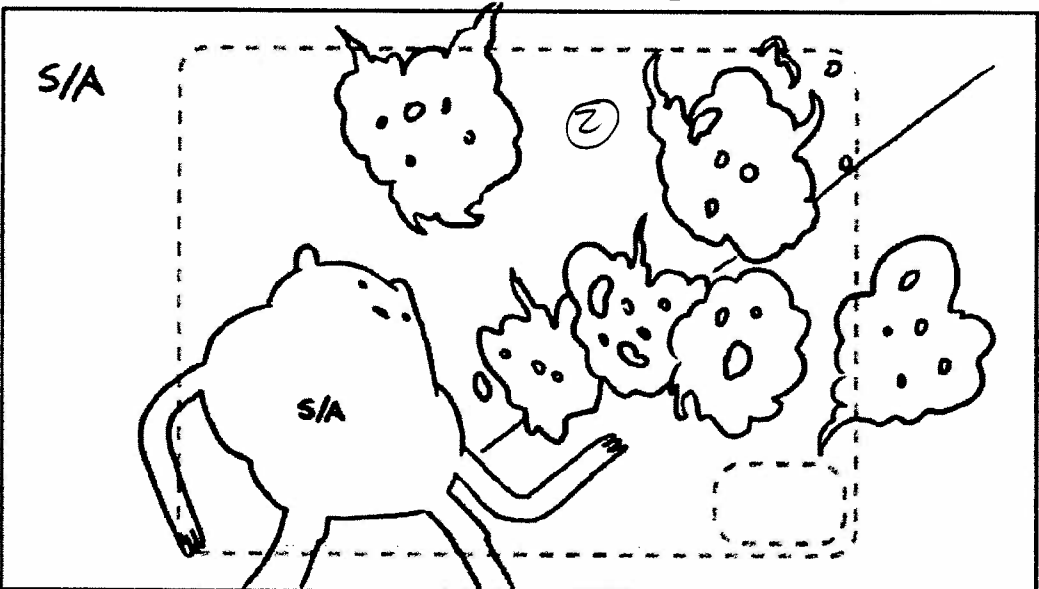
ADVENTURE TIME



Sc. 122 Pnl. A Bg. day night



Sc. 122 Pnl. B Bg. day night



Dialog:

① FIRE BURN GOOP...

Sfx: \* POOM POOM POOM POOM \*

Action:

Timing:



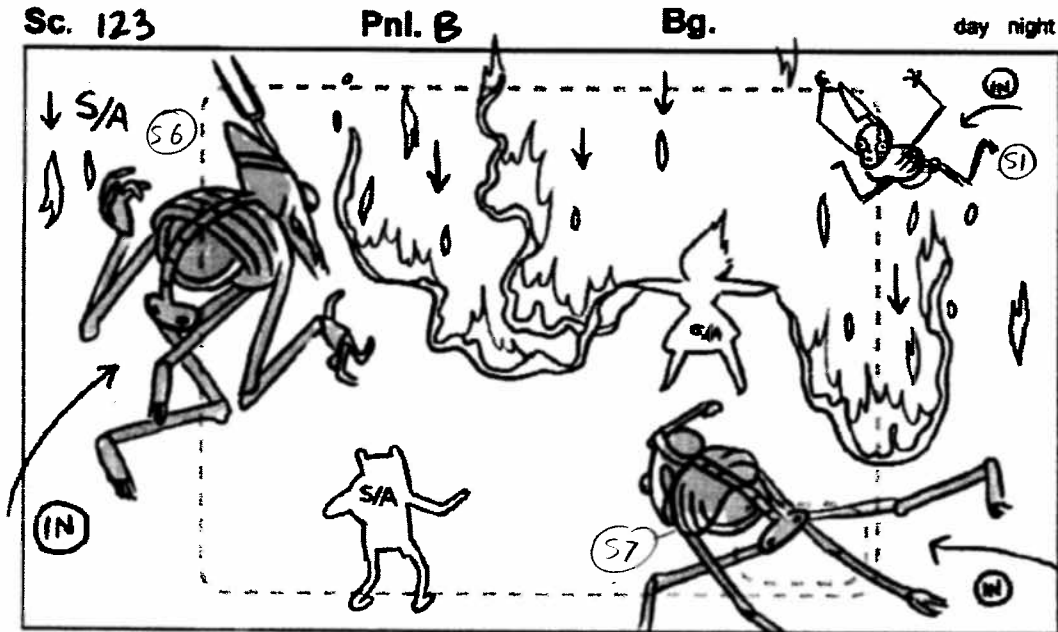
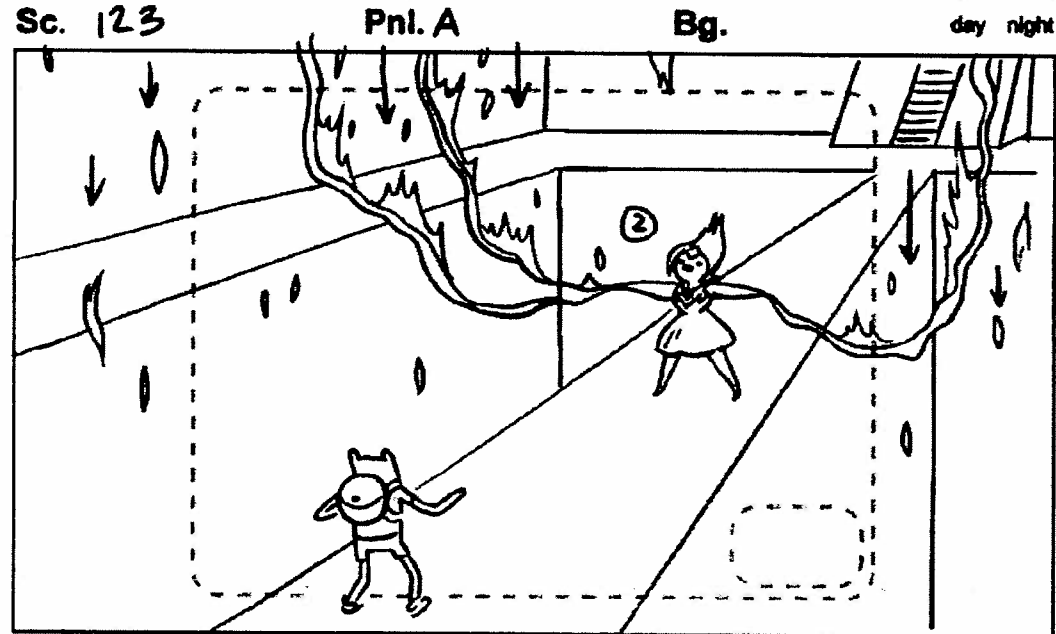
EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 212



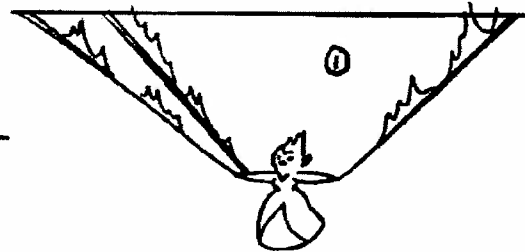
Dialog:

(FP) YES! FUEL MY FLAMES...

(FP) PUNY WORMS!

Action:

- FLAMING GOO WEBS DRIFT DOWNWARD
- FLAMES FALLING



SKELETONS LEAP ON/S

Timing:

EPISODE# 1014-116

Production :

# ADVENTURE TIME



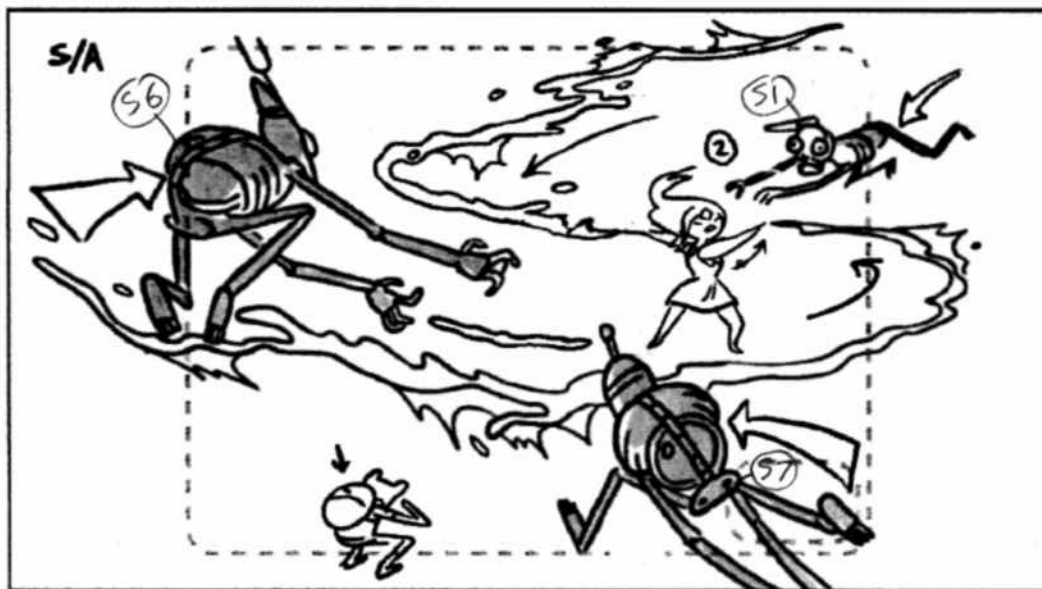
Page 213

Sc. 123

Pnl. C

Bg.

day night

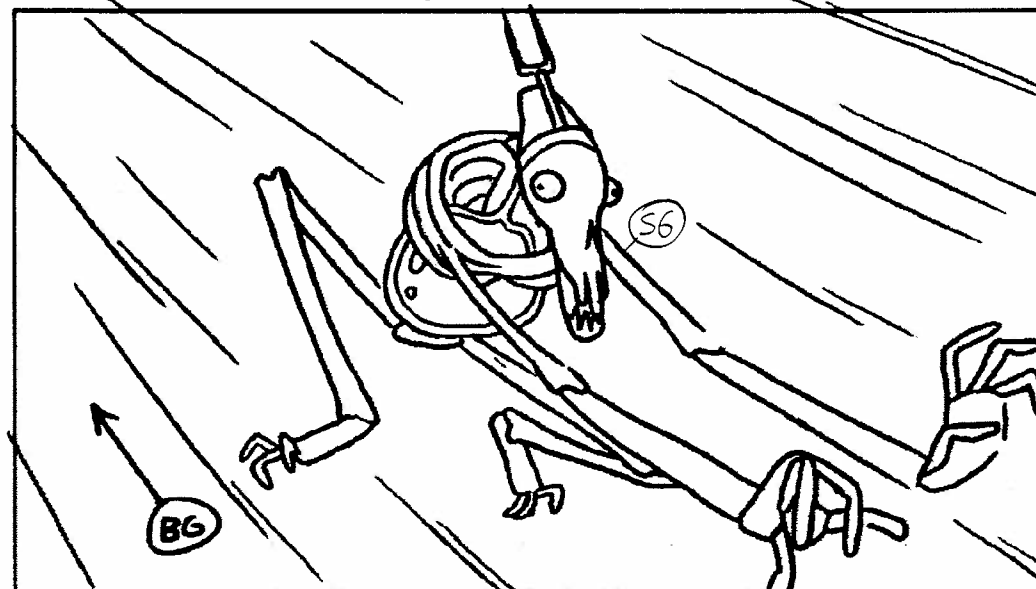


Sc. 124

Pnl. A

Bg.

day night



EPISODE # 1014-116

Dialog:

**FP** : [Laughing]  
**SFX** : \* KRAKK \*

Goo SKULL : [CLICKING]

Action: FP FLAILS GOO WEBS LIKE WHIPS  
 - FINN DUCKS FROM WHIPS.

Timing:



SKELETON FLYING THROUGH AIR

Production :

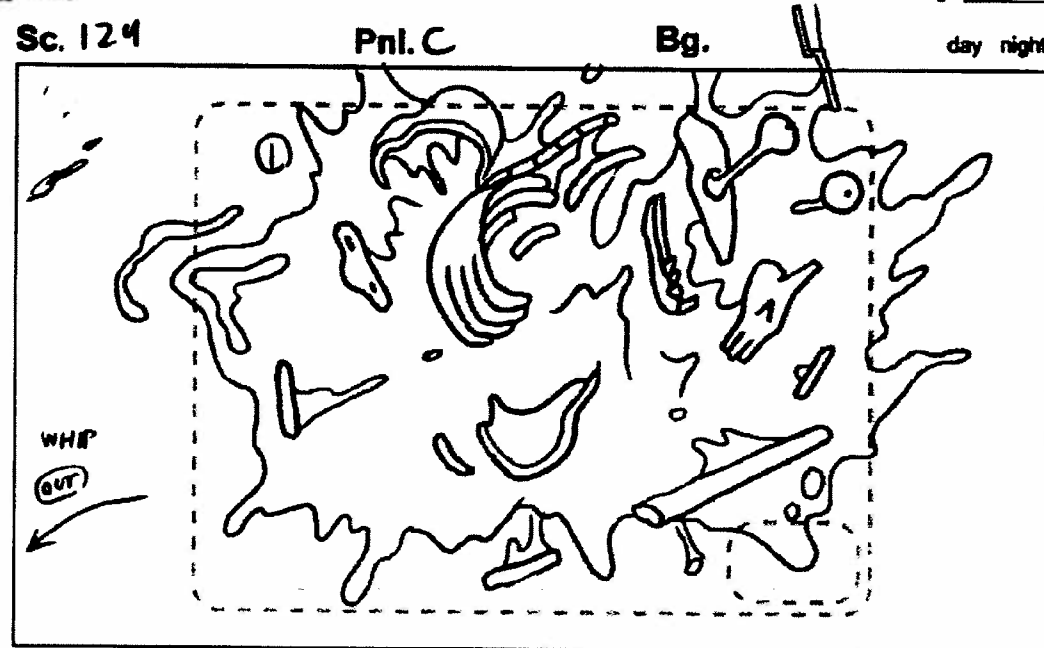
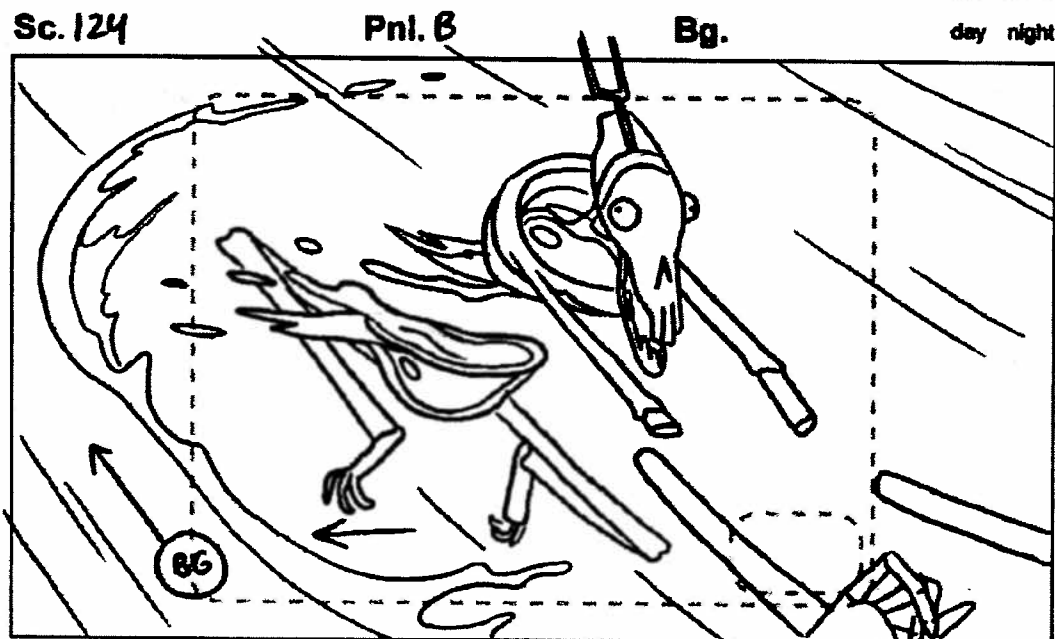


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# ADVENTURE TIME



Page 214



<p>Dialog:</p> <p><u>SFX</u> * SLSHH *</p> <p>GOO SKULL: [CONFUSED NOISE]</p>	
<p>Action:</p> <p>- FLAME WHIP SLICES THROUGH SKELETON, GOO SACK</p>	<p>SFX : *POOM*</p> <p>- FLAME WHIP CONTINUES OFF/S.</p> <p>- GOO SKULL EXPLODES</p>
<p>Timing:</p>	

EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 215

Sc. 125

Pnl. A

Bg.

day night

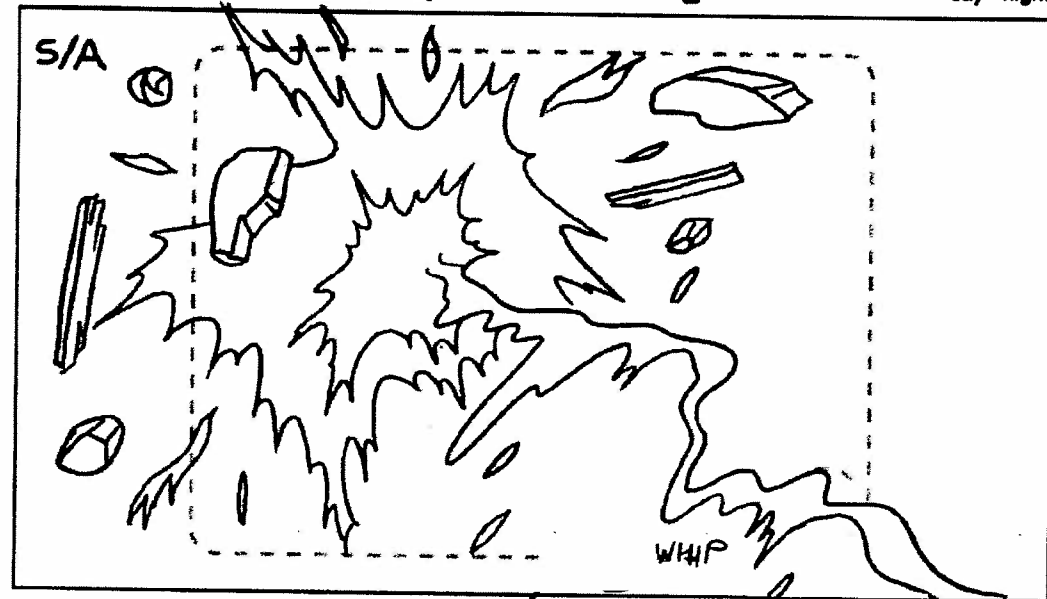


Sc. 125

Pnl. B

Bg.

day night



Dialog:

(FP) HA!

SFX: \* SKRASHH!! \*

Action:

FP'S HAND SWINGS INTO  
FRAME

— FLAME WHIP UNCURLS ON/S AND HITS CEILING.

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



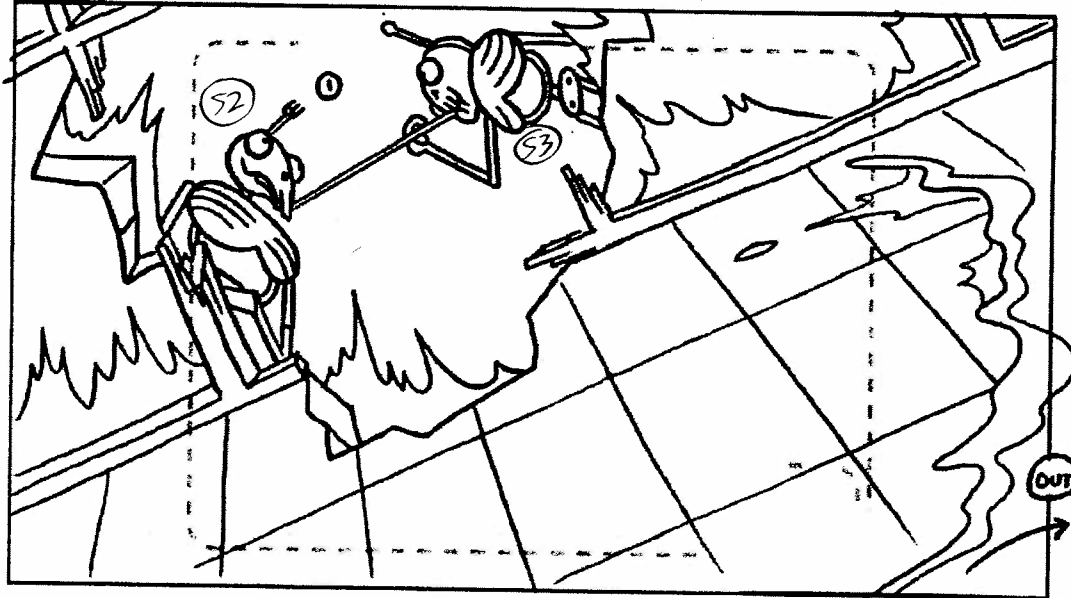
Page 216

Sc. 125

Pnl. C

Bg.

day night

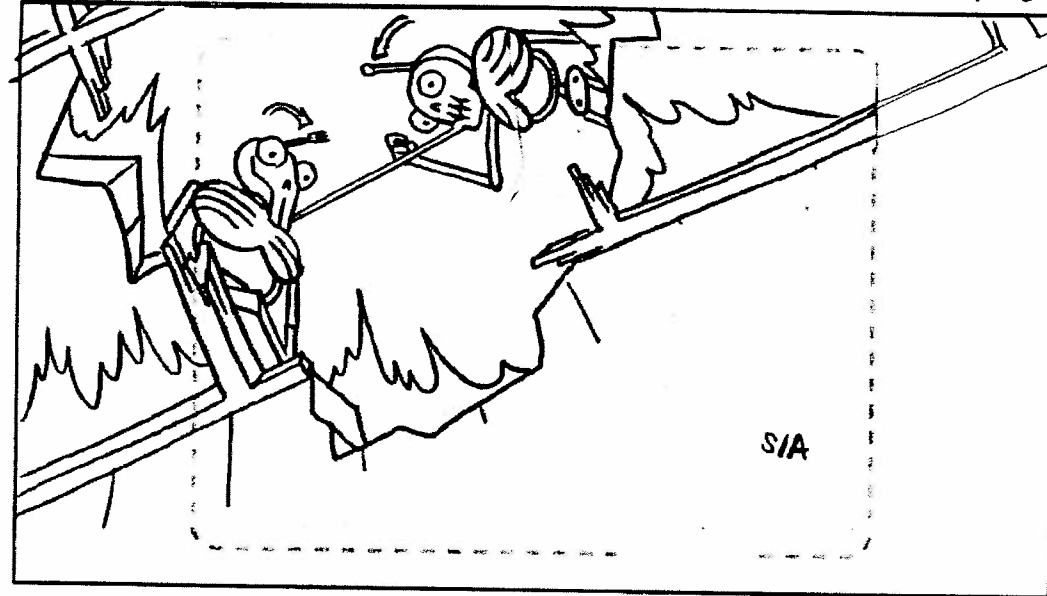


Sc. 125

Pnl. D

Bg.

day night



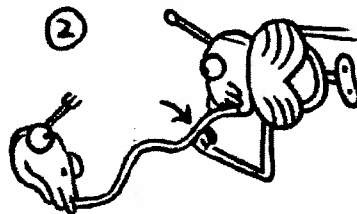
Dialog:

SFX: \* TWANG \* \* TWANG \* \* TWANG \*

Action: • TWO SKELETONS HOLD GOO THREAD IN MOUTH  
• SKELETON PLUCKS THREAD, MAKING TWANGING SOUND  
• WHIP SWINGS AWAY

- GOO SKULLS LOOK DOWN

Timing:



① x ②  
REPEAT

EPISODE # 1014-116

Production :

# ADVENTURE TIME



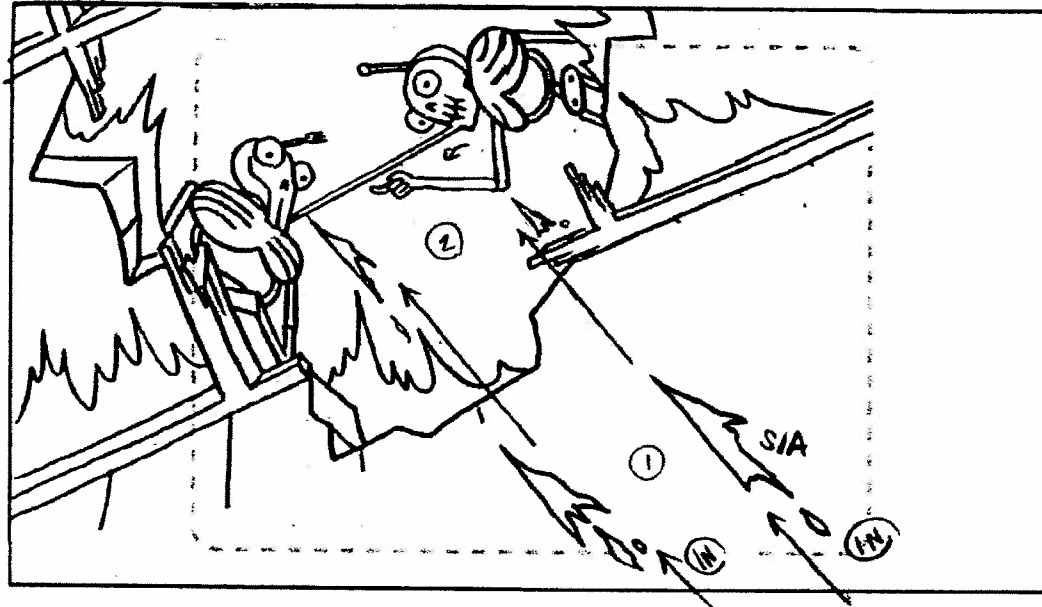
Page 216 A

Sc. 125

Pnl. E

Bg.

day night

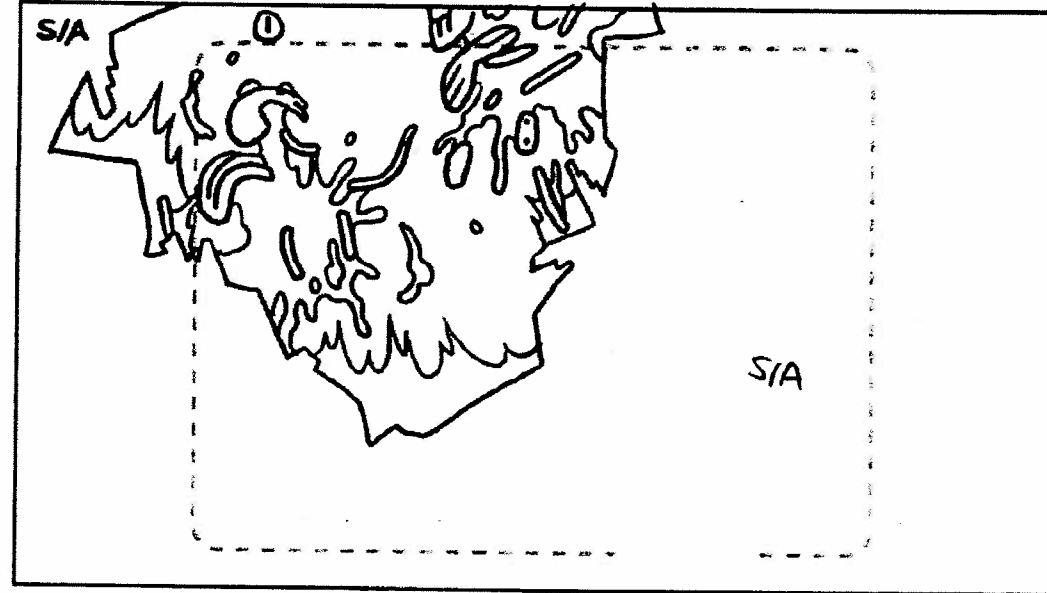


Sc. 125

Pnl. F

Bg.

day night



Dialog:

FP: [Laughing O/S]

SFX: \* FTT - FTT \*

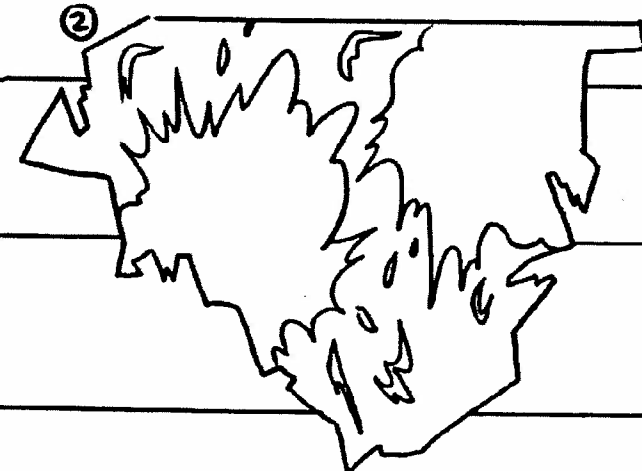
SFX: \* POOM \*

Action:

- TWO FLAME DARTS FLY ON/S AND  
HEAD TOWARDS GOO SKULLS.

- GOO SKULLS EXPLODE

Timing:



EPISODE #

Production :

# ADVENTURE TIME



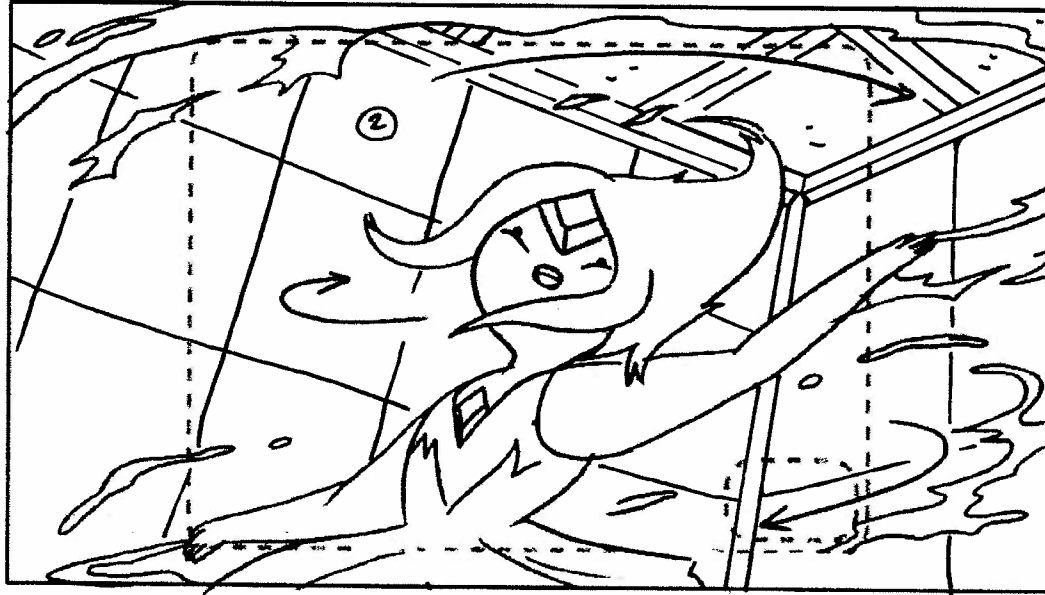
Page 217

Sc. 126

Pnl. A

Bg.

day night



Sc. 126

Pnl. B

Bg.

day night



Dialog:

(FP) [Laughing]

SEX \* POOM POOM \*

Action: FP WHIPS, SPINS IN CIRCLE

FLAME RIBBONS  
CIRCLE HER

①



FP CONTINUES TO  
SPIN, TRANSFORM  
INTO SCARIER FORM

①



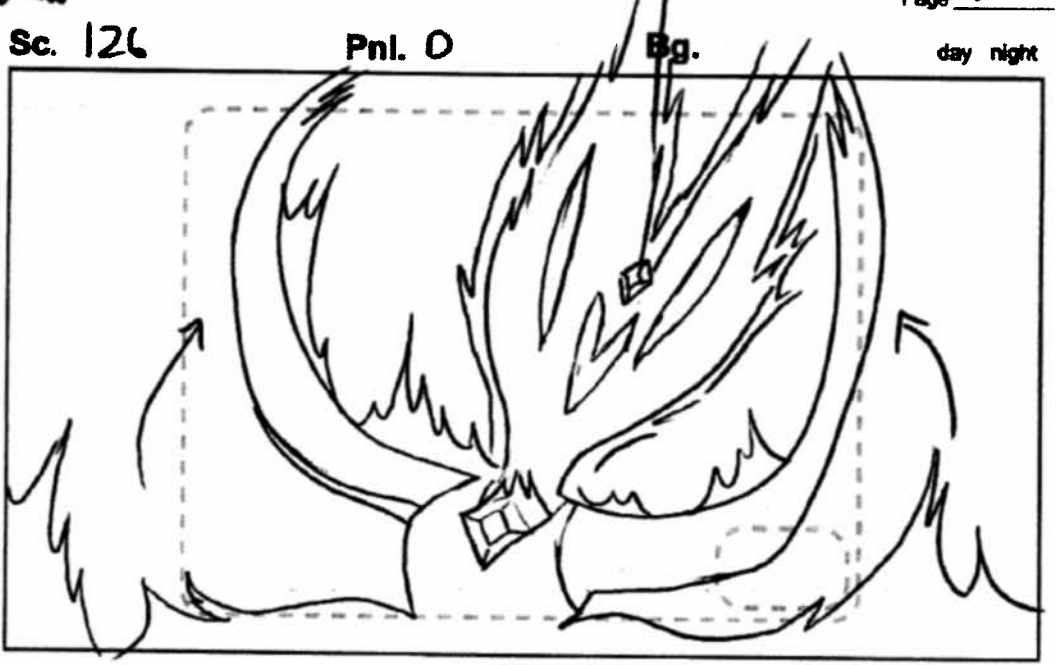
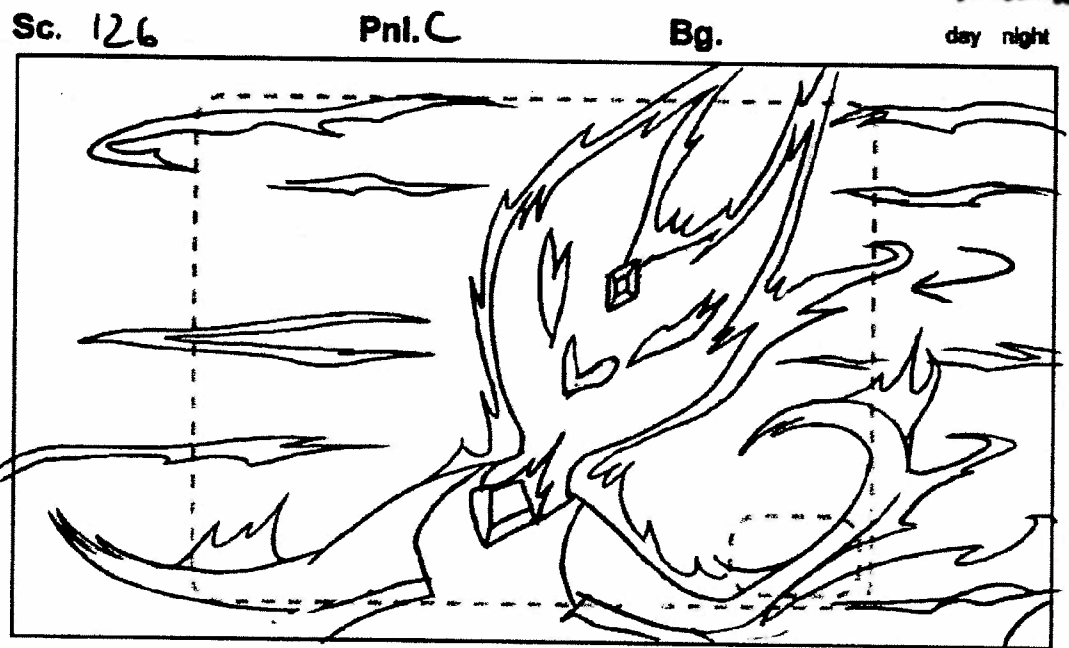
EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 218



Dialog:	
(FP) THE POWER OF...	
Action: <ul style="list-style-type: none"><li>• TRANSFORMATION COMPLETES</li><li>• FP STOPS SPINNING</li><li>• FLAME RINGS/RIBBONS/WHIPS DISSIPATE</li></ul>	
Timing:	

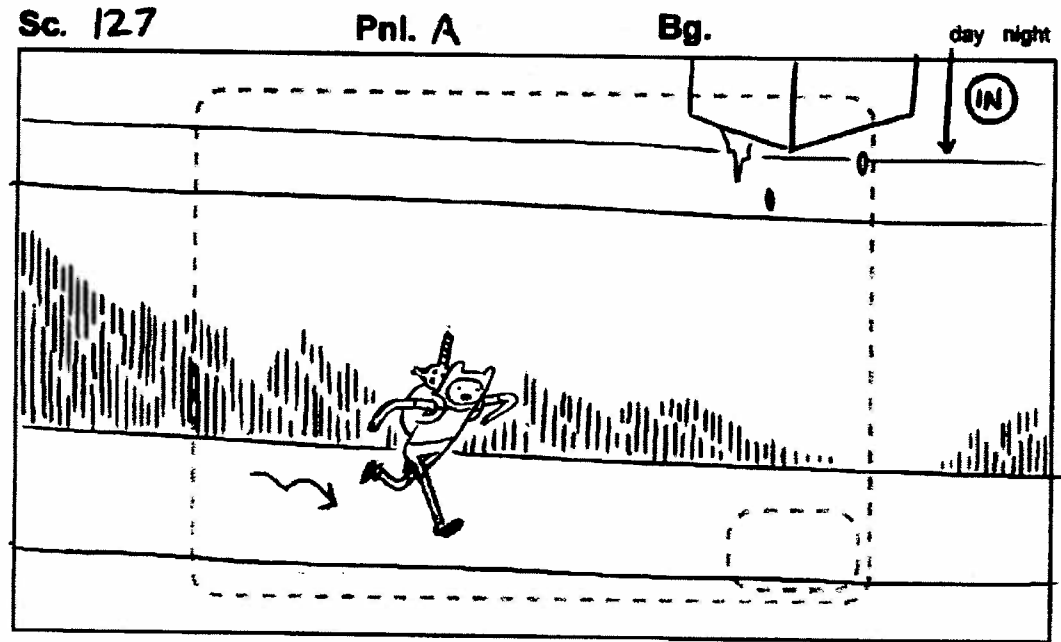
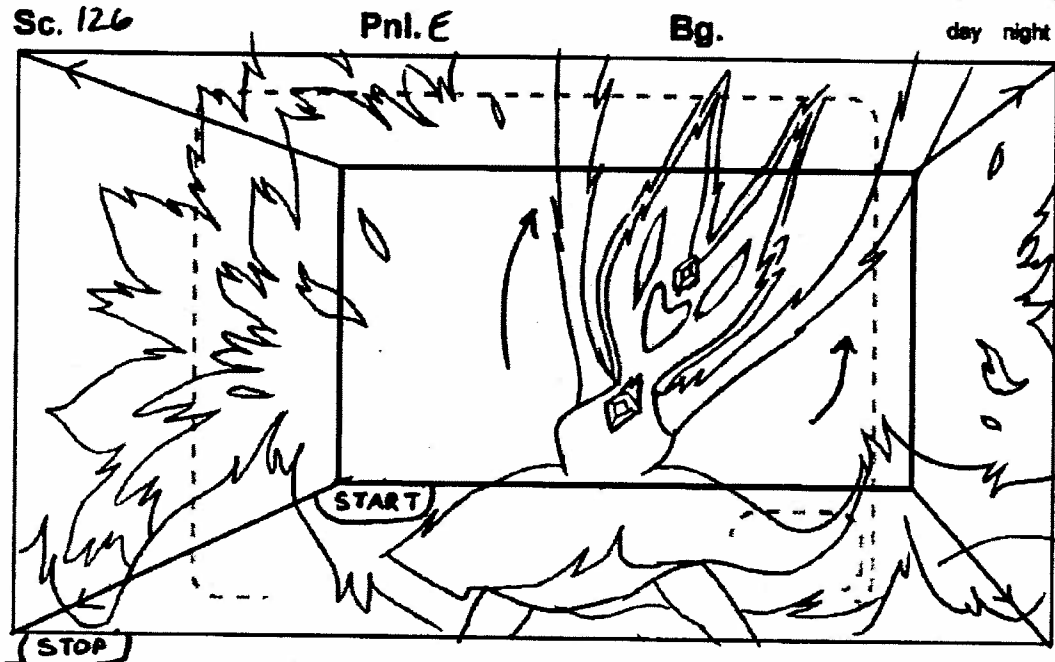
EPISODE # 1014-116  
Production :

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# ADVENTURE TIME



Page 219



EPISODE # 1014-116

Production :

Dialog:

(F) ... DESTRUCTION.

Action: • FP RAISES ARMS  
• TRUCK OUT  
• BG FULL OF KALEIDOSCPIC FIRE FX

F RUNNING ACROSS PLATFORM  
FLAMING BLOCK FALLS

Timing:

# ADVENTURE TIME



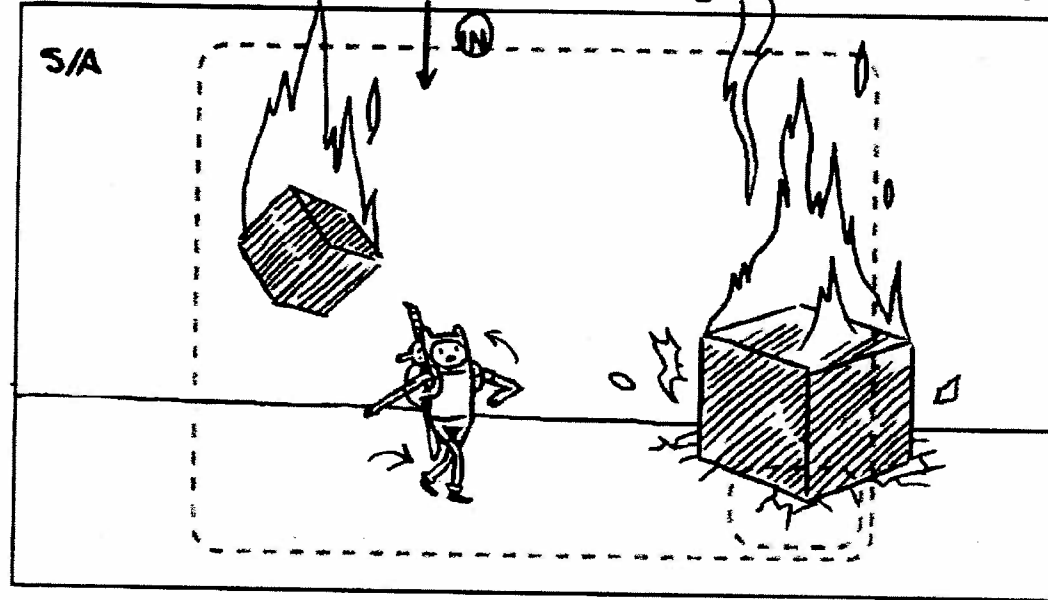
Page 220

Sc. 127

Pnl. B

Bg.

day night

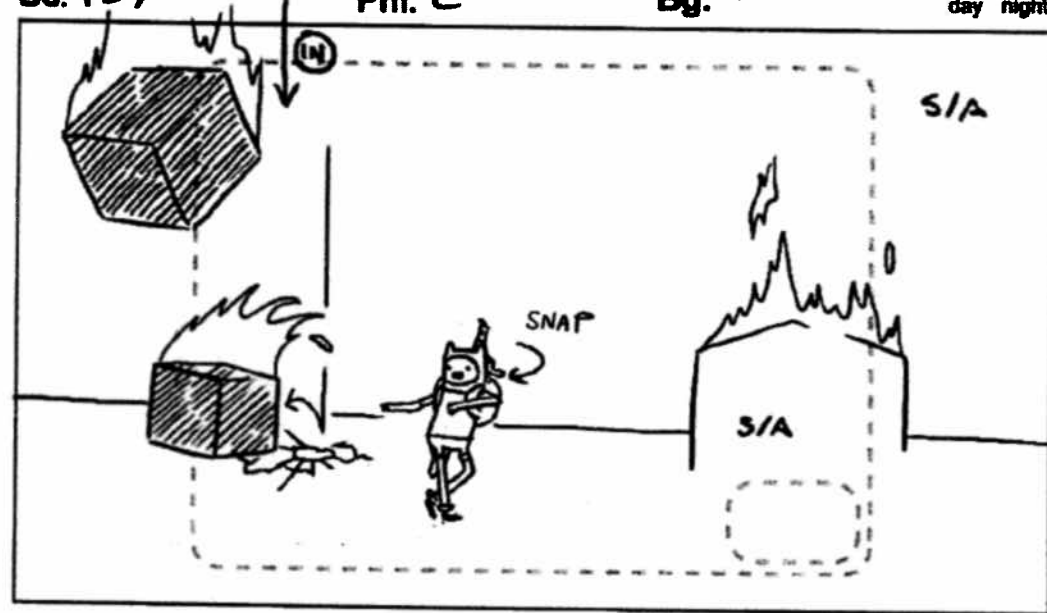


Sc. 127

Pnl. C

Bg.

day night



Dialog:

SFX \* THOOM \*

SFX: \* THOOM \*

Ⓟ AH!

Action:

- FLAMING BLOCK FALLS IN FRONT OF FINN
- FINN STOPS SHORT.

Timing:

EPISODE # 1014-116

Production :



# ADVENTURE TIME



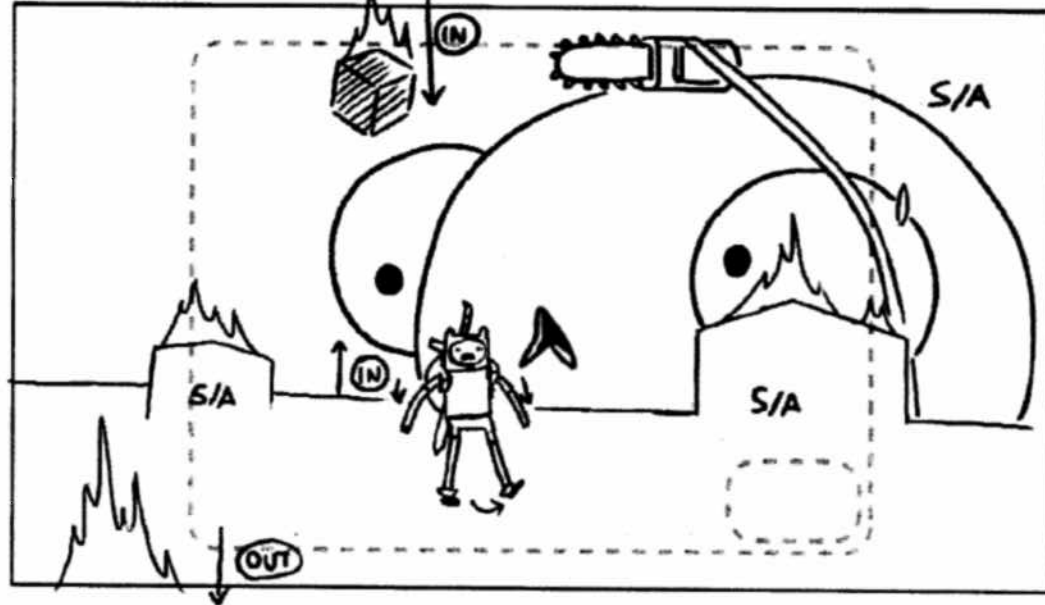
Page 221

Sc. 127

Pnl. D

Bg.

day night

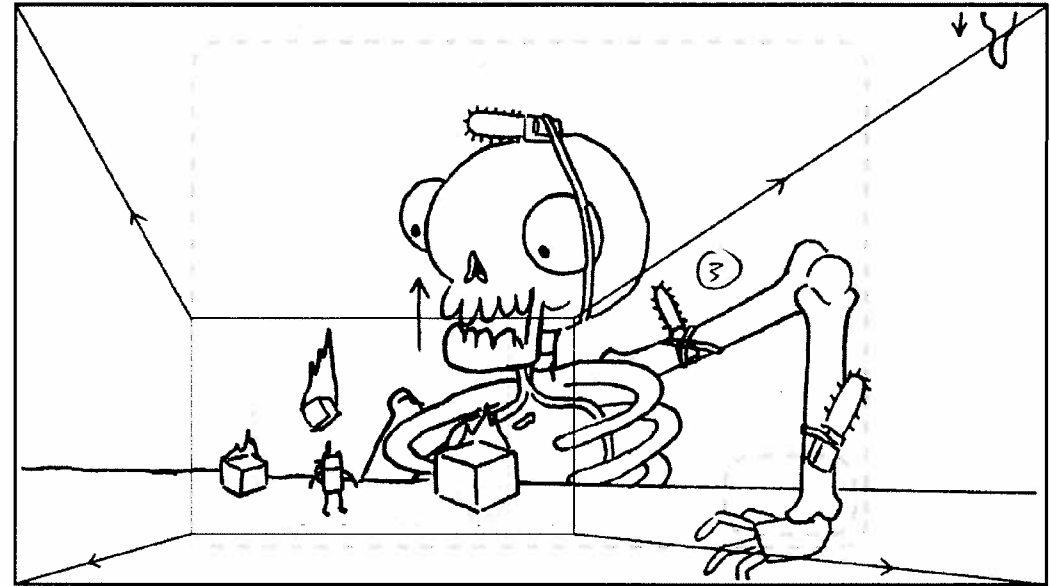


Sc. 127

Pnl. E

Bg.

day night



Dialog:

Ⓔ AHH!

SFX : \* CHAINSAW RUNNING \*

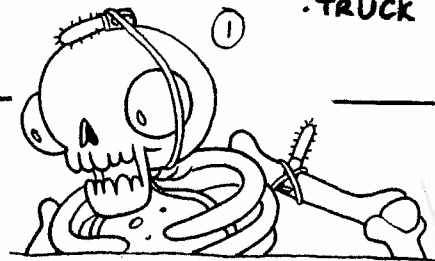
GIANT SKELETON: [HISSSS]

SFX : \* RUMBLING \*

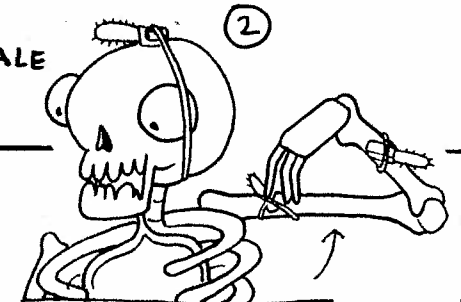
Action:

- GIANT GOD SKELETON RISES ON/IS
- FLAMING DEBRIS FALLS OFF/IS

Timing:



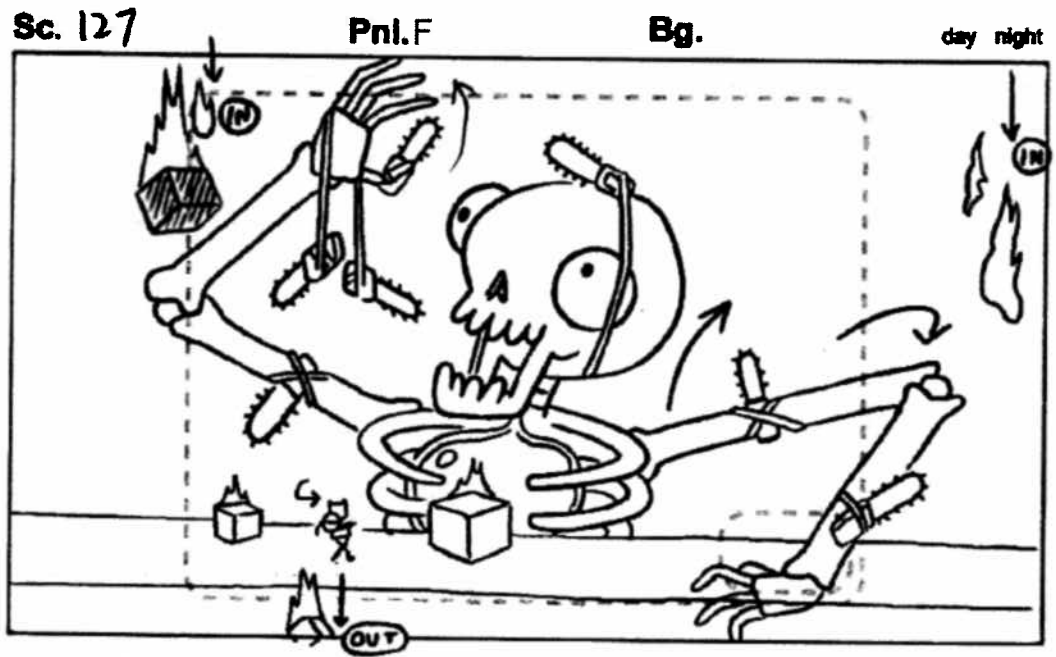
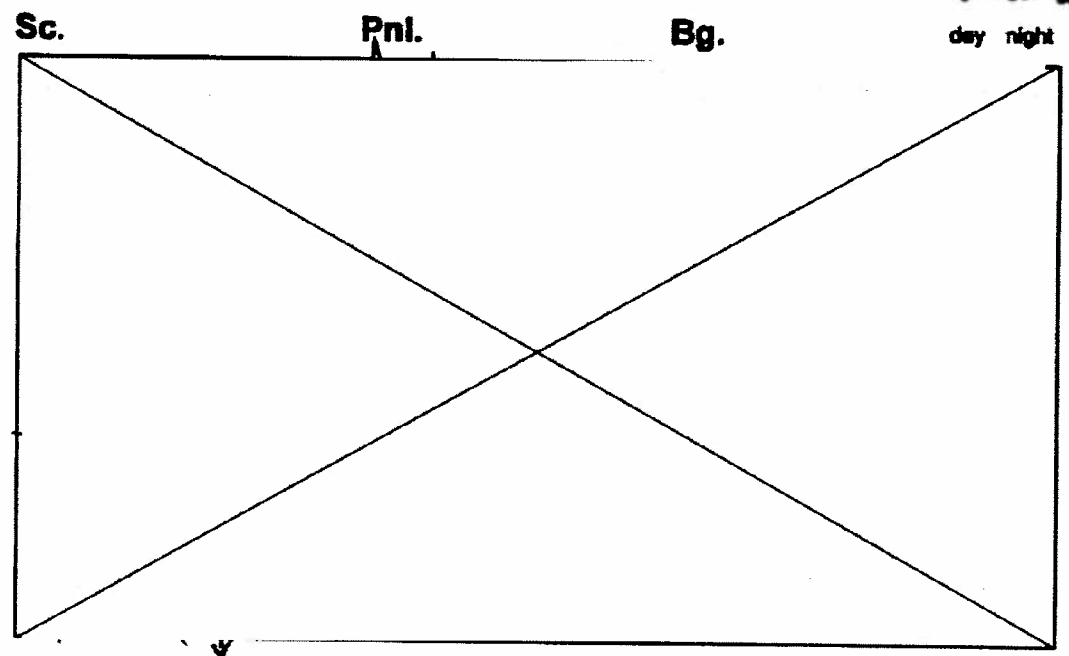
• TRUCK OUT TO SHOW SCALE



EPISODE # 1014-116

Production :

ADVENTURE TIME



Dialog:	<p><u>GIANT SKELETON:</u> [HISSSS]</p> <p><u>SFX:</u> * RUMBLING *</p>
Action:	<p>- FINN SPINS AROUND.</p>
Timing:	

EPISODE # 1014-116

Production :

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# ADVENTURE TIME



Page 221A

Sc. 127

Pnl. G

Bg.

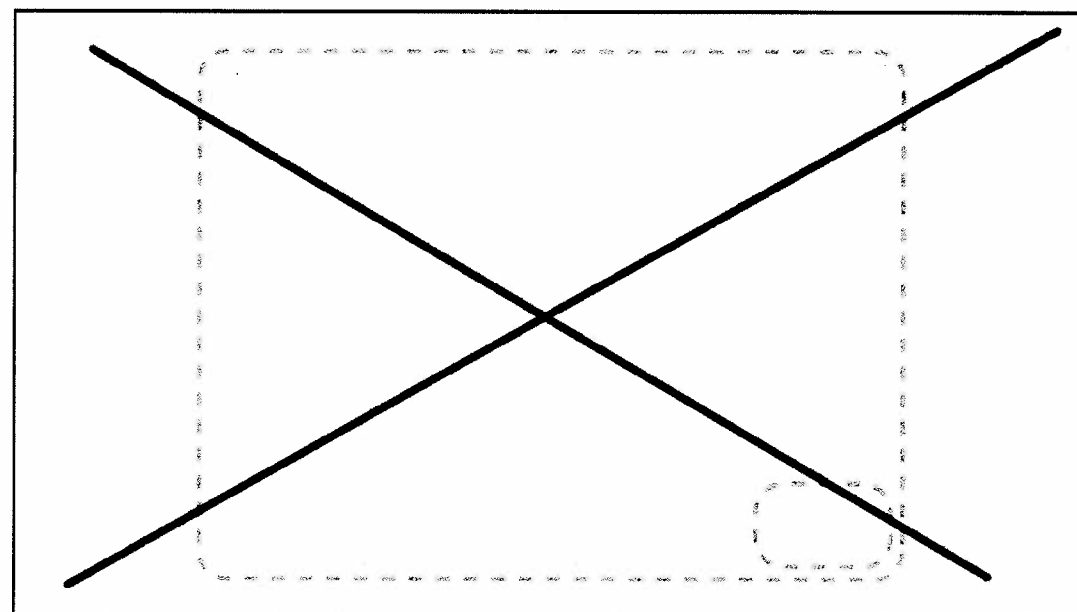
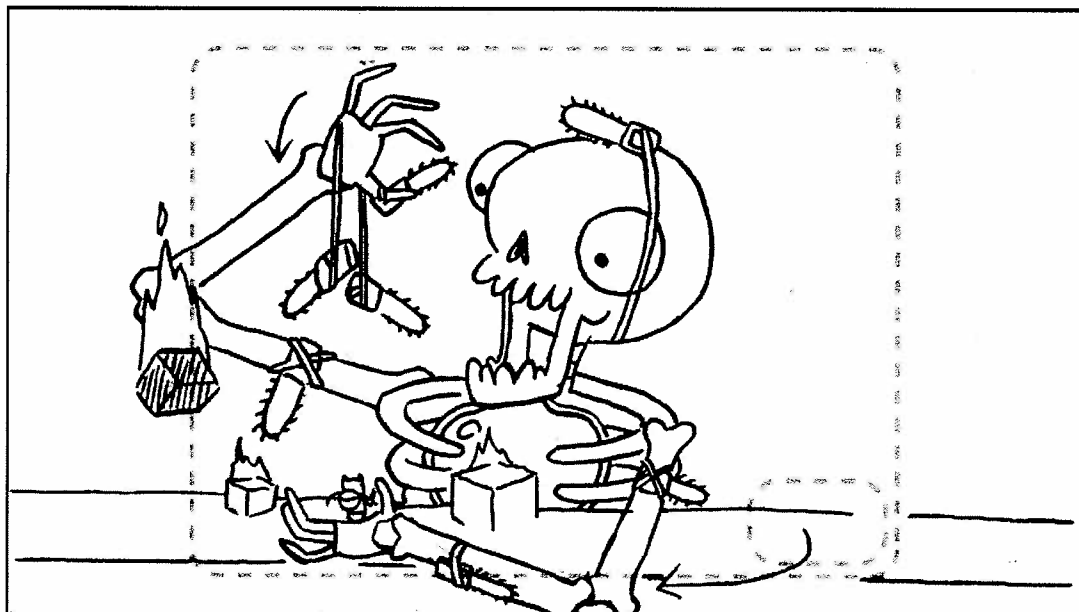
day night

Sc.

Pnl.

Bg.

day night



Dialog:

GGs: <gross noises>

Action:

Timing:

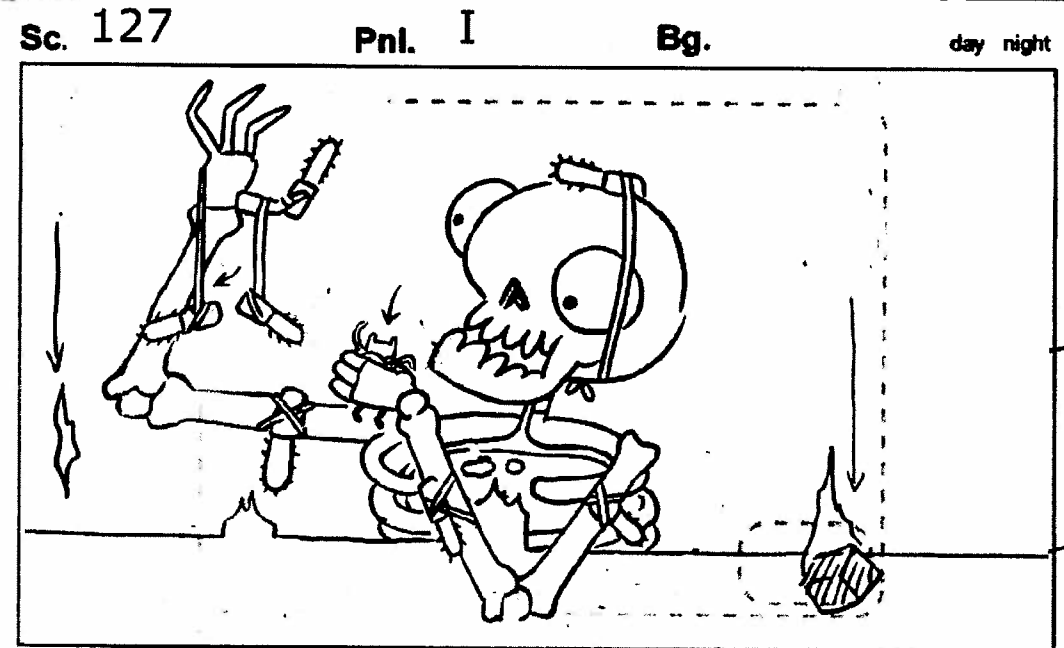
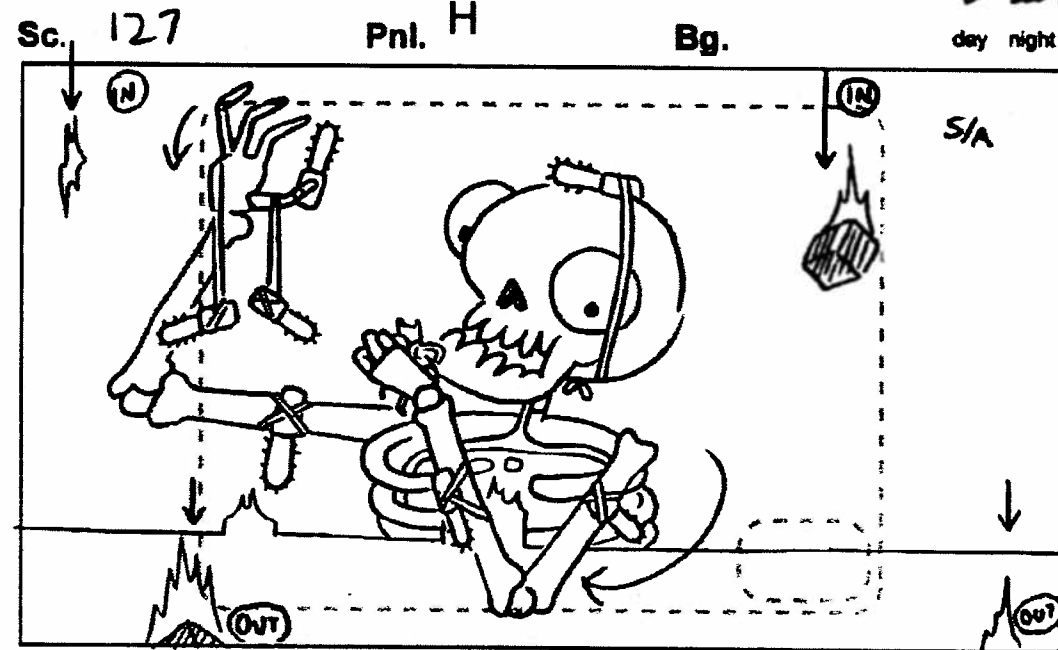
EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 222



Dialog:

GGS : HURRR??

Finn: Ahhh

Action:

· GANT G.S. SNATCHES UP FINN

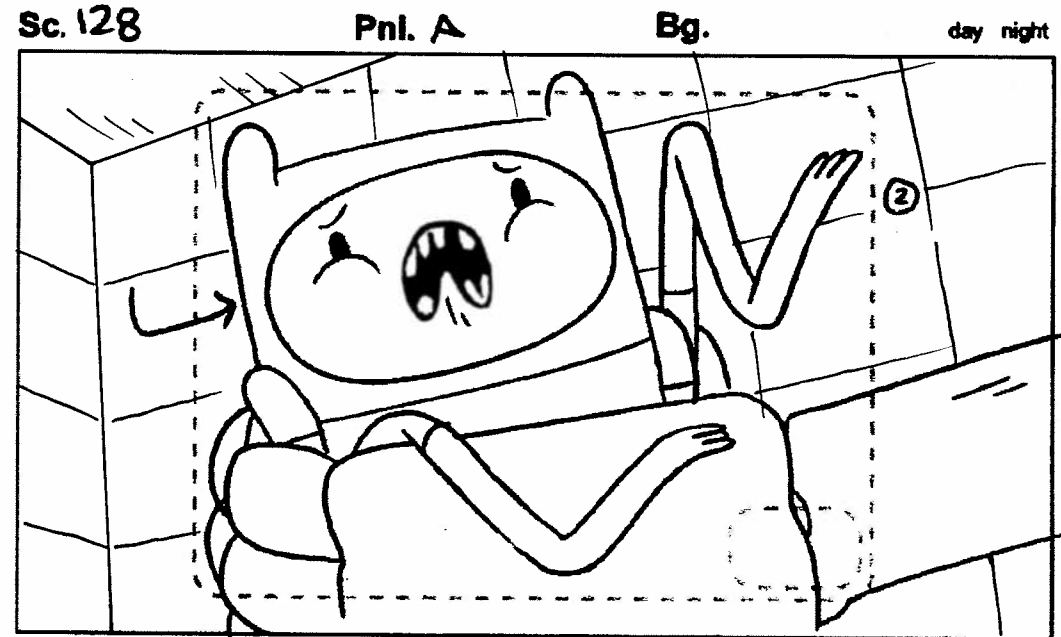
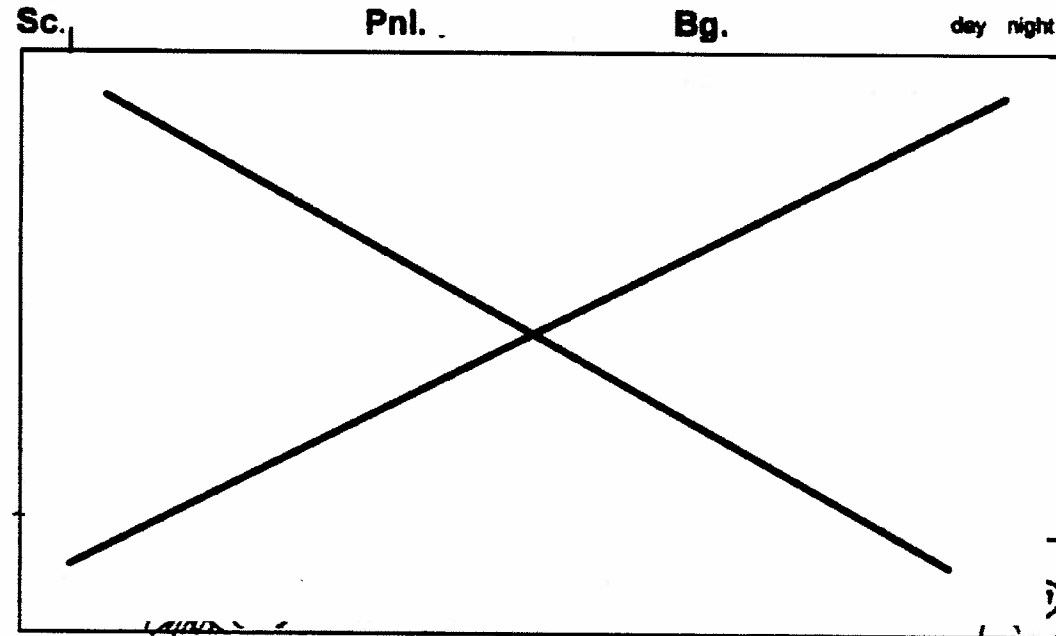
Timing:

EPISODE # 1014-116

# ADVENTURE TIME



Page 222 A



EPISODE # 1014-116

Dialog:	<p>Ⓕ: AHHH</p>	
Action:		
Timing:	<p>• FINN FLIPS OUT • TURNS IN SKELETON GRIP TO FACE GOO SKELETON</p>	

Production

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# ADVENTURE TIME



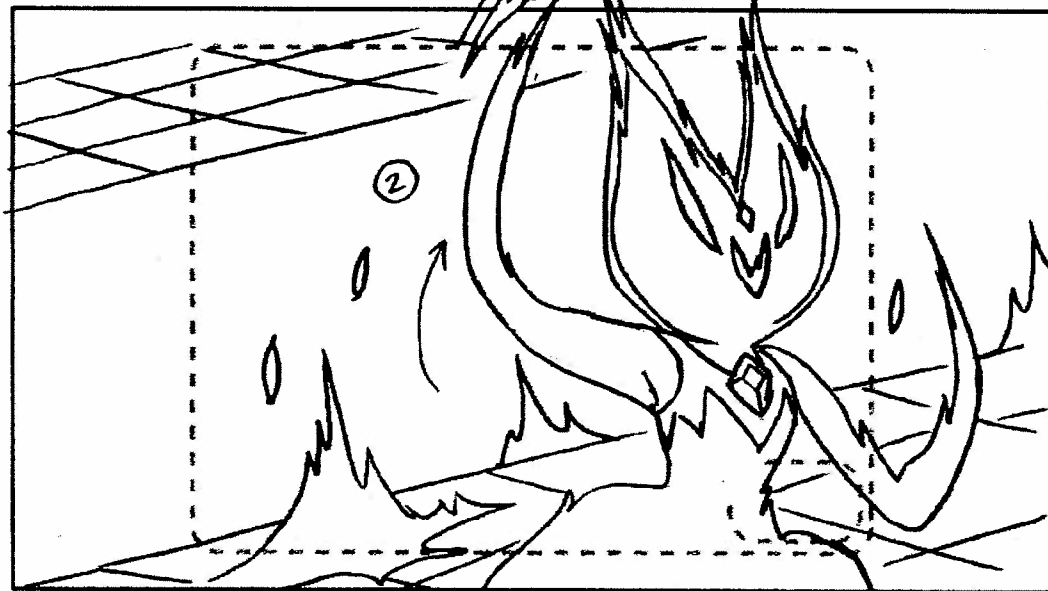
Page 223

Sc. 129

Pnl. A

Bg.

day night

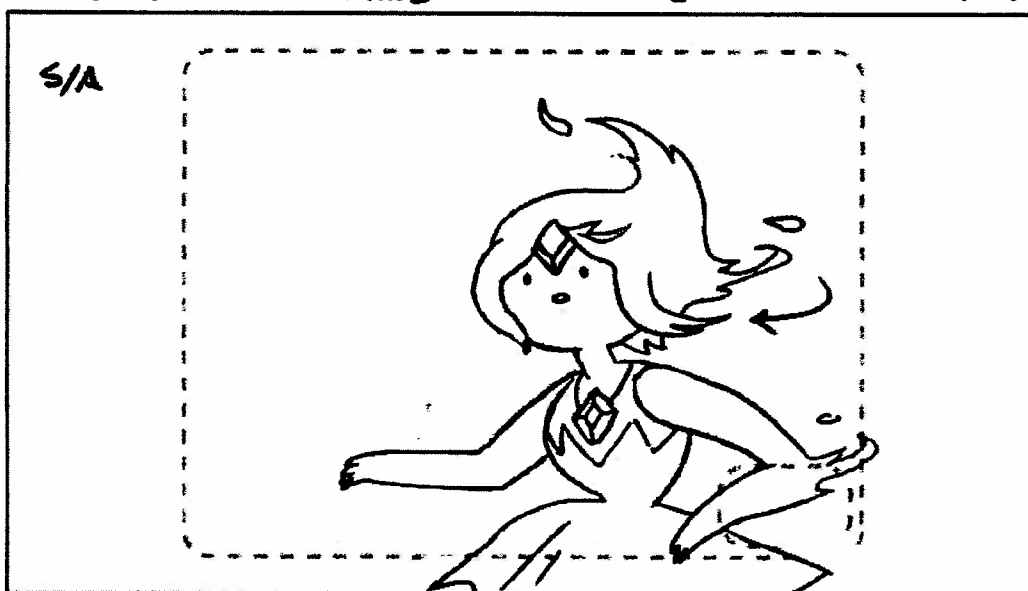


Sc. 129

Pnl. B

Bg.

day night



Dialog:

(F) [OFF/S] FLAME PRINCESS!

Action:

-FP THROWS FIREBALL OFF/S.

Timing:



FP WHIPS AROUND AND RETURNS TO NORMAL FORM.



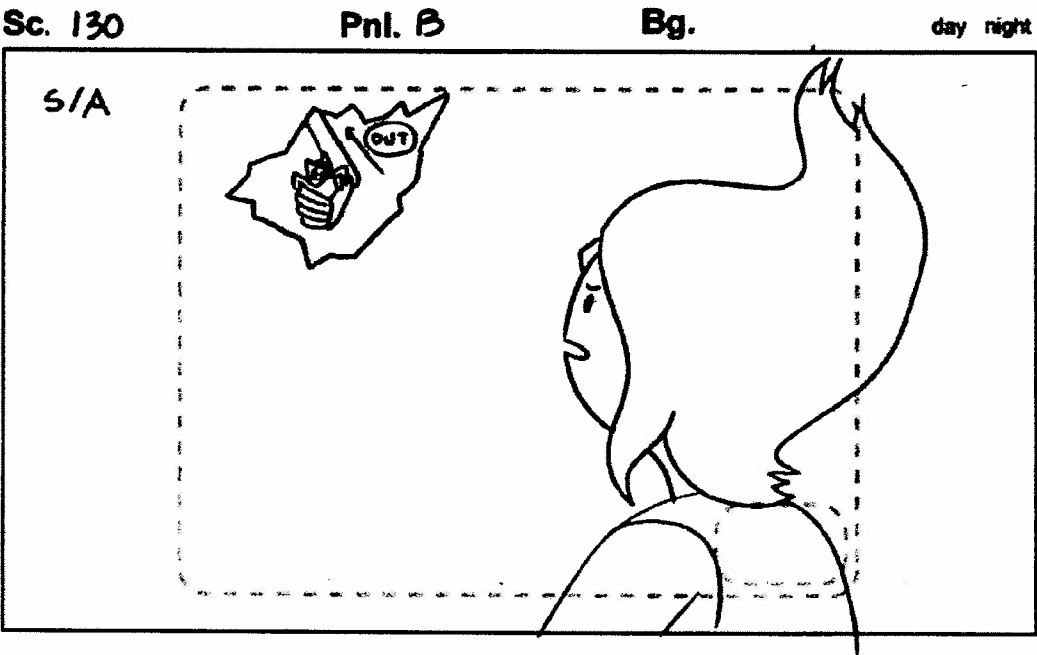
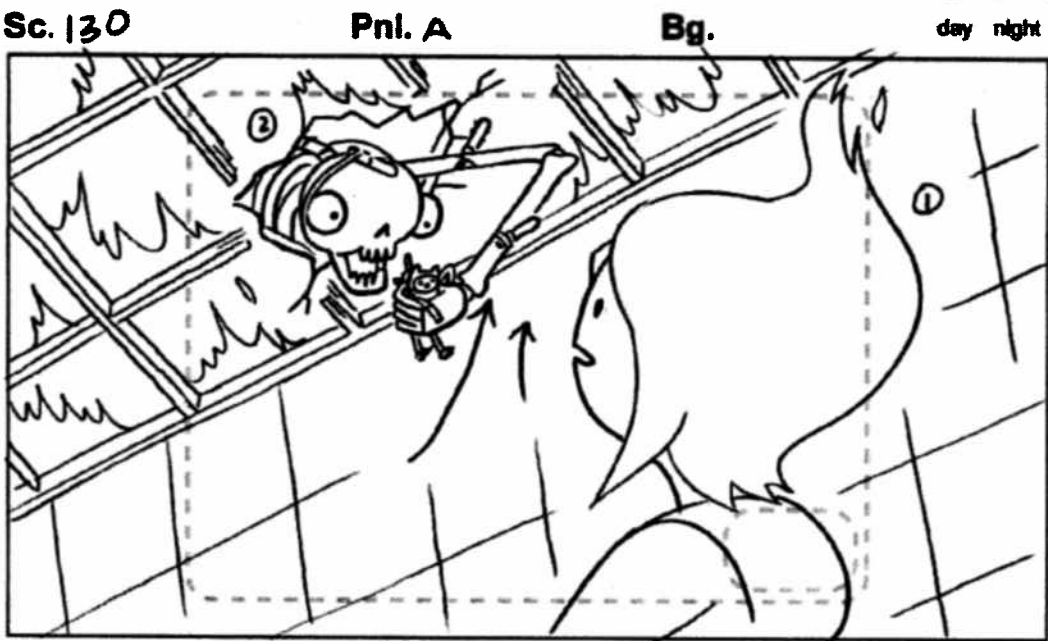
EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 224



Dialog:

GGG : \* HSSS \*

Action: GGS CARRIES FINN UP FP LOOKS UP GGS PULLS FINN INTO HOLE IN CEILING

Timing:

Production :

EPISODE # 1014-116

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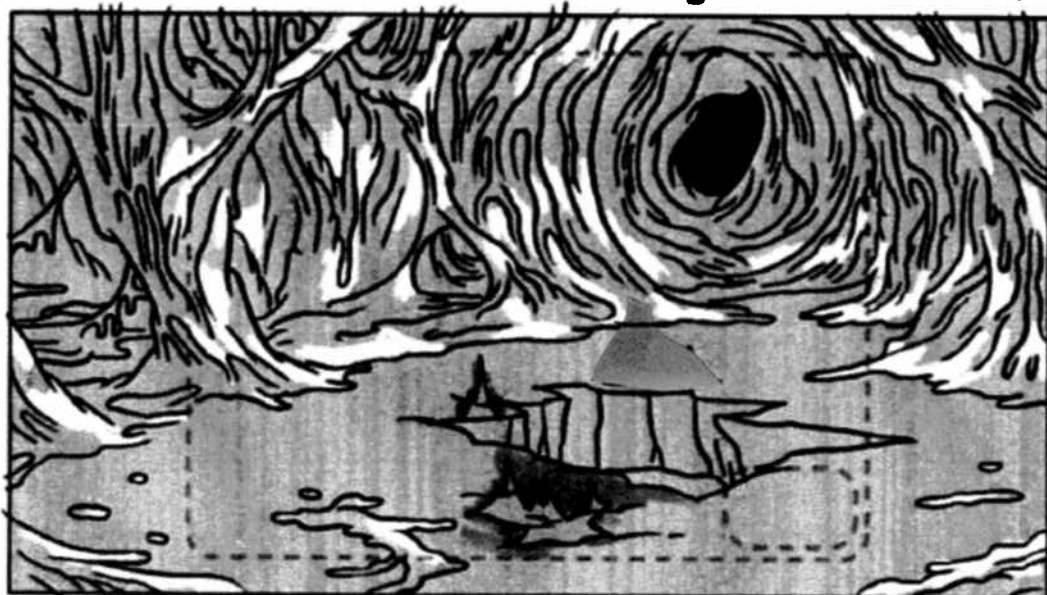
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# ADVENTURE TIME

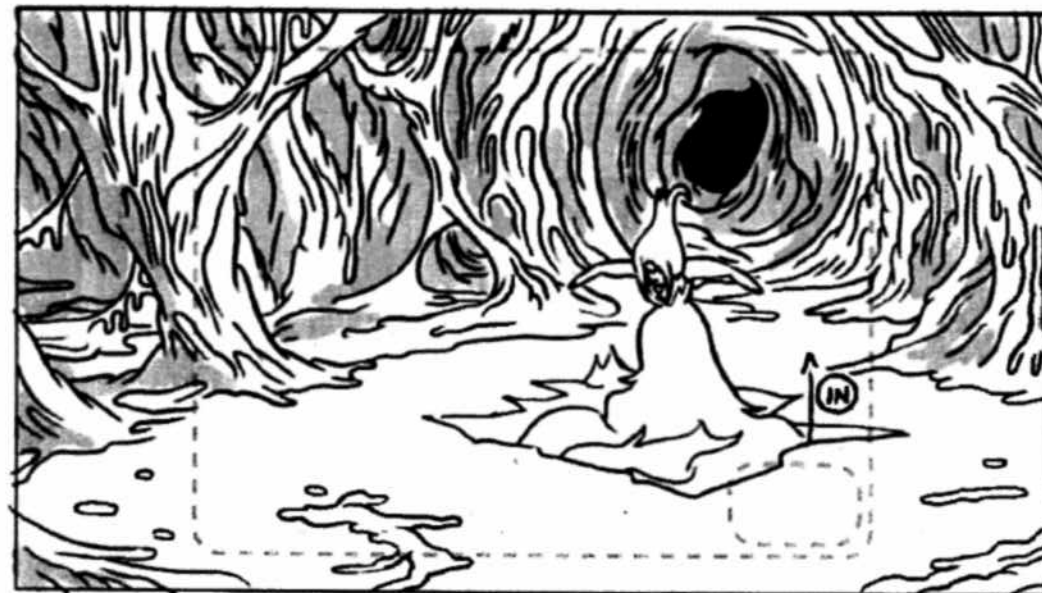


Page 225

Sc. 131 Pnl. A Bg. day night



Sc. 131 Pnl. B Bg. day night



Dialog:

SFX: FWOOSH!

Action:

DARKENED GOO  
NEST

. FP RISES INTO NEST  
. NEST IS ILLUMINATED

Timing:

EPISODE # 1014-116

Production :



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# ADVENTURE TIME



Page 226

Sc. 131

Pnl. A

Bg.

day night

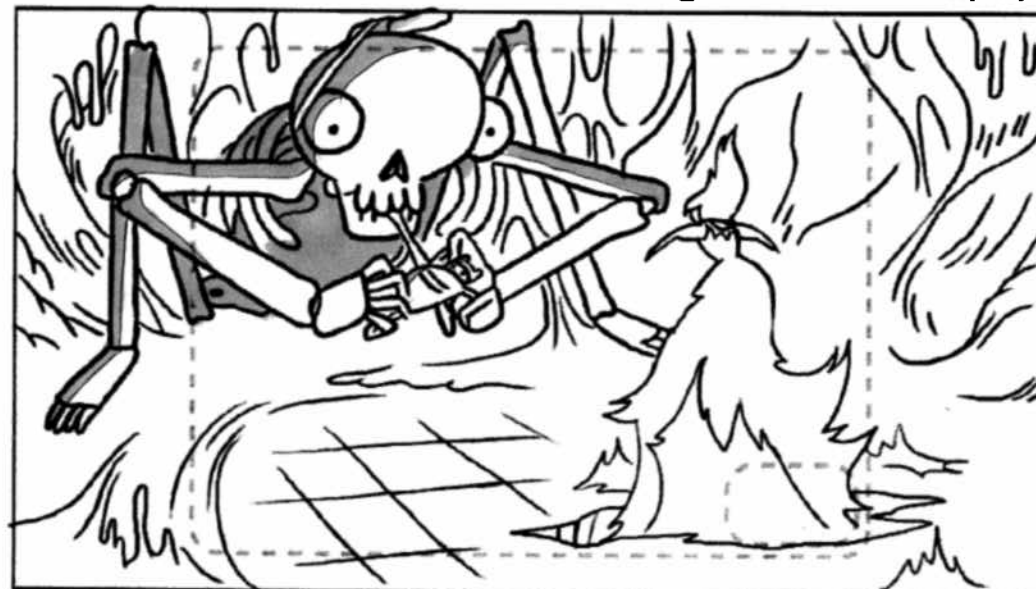


Sc. 131A

Pnl. A

Bg.

day night



Dialog:

GSS : THBTTHH

Action: - FP LOOKS UP

①

- GSS IS WRAPPING  
FINN IN COO

Timing:



DETAIL:

EPISODE # 1014-116

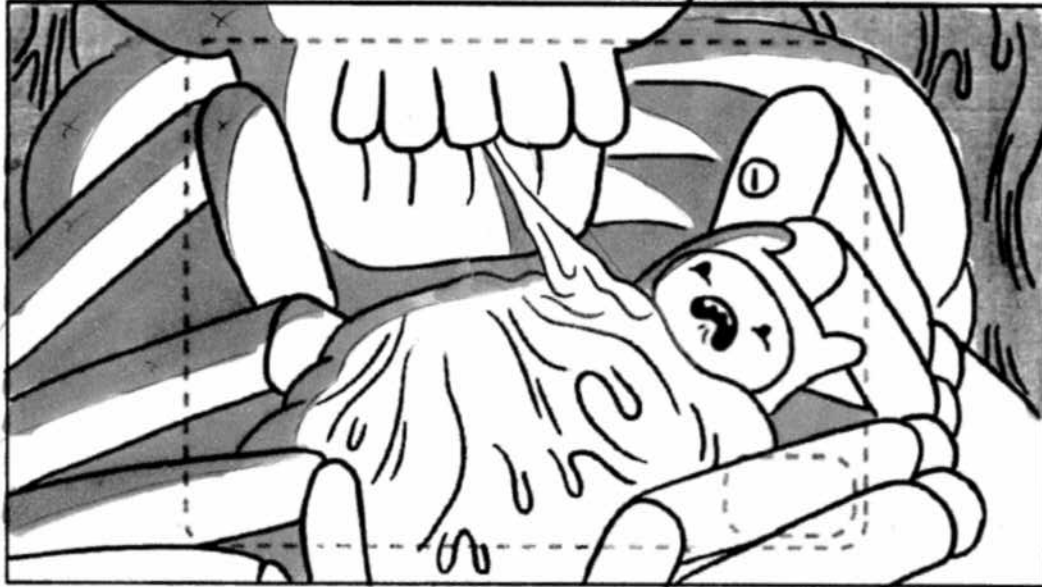
Production :

# ADVENTURE TIME

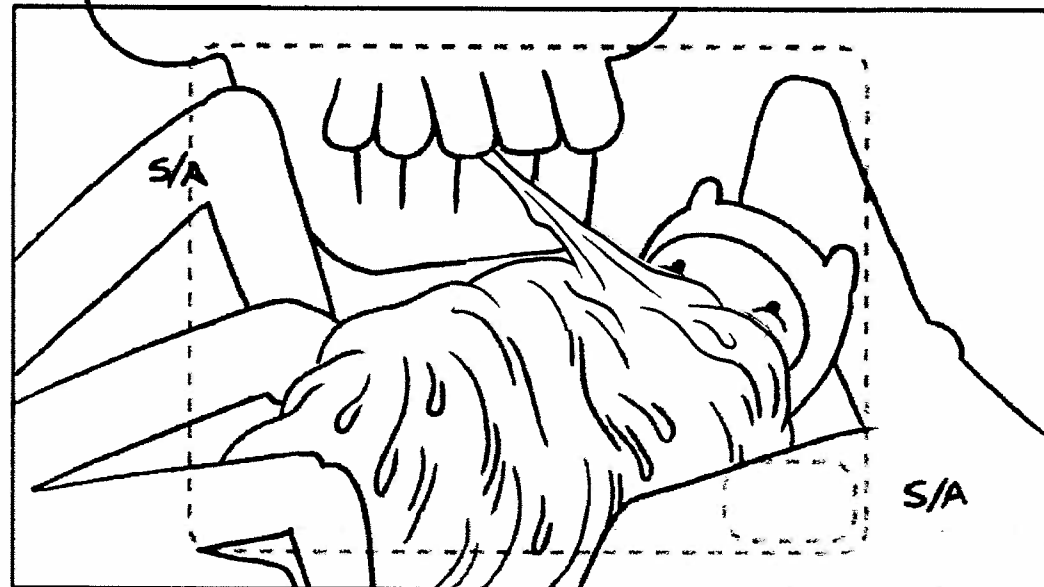


Page 227

Sc. 133 Pnl. A Bg. day night



Sc. 133 Pnl. B Bg. day night



Dialog:

①  
⑤ HELP ME! BUT DON'T USE FIRE  
② 'CAUSE, WELL, YOU KNOW

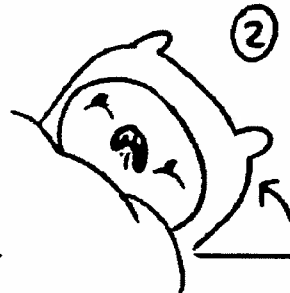
⑥ \* MMMPHHHH\*

Action:

GSS IS SHOOTING GOO

FINN'S MOUTH GETS COVERED

Timing:



EPISODE # 1014-116

Production :

# ADVENTURE TIME



Page 228

Sc. 133

Pnl. C

Bg.

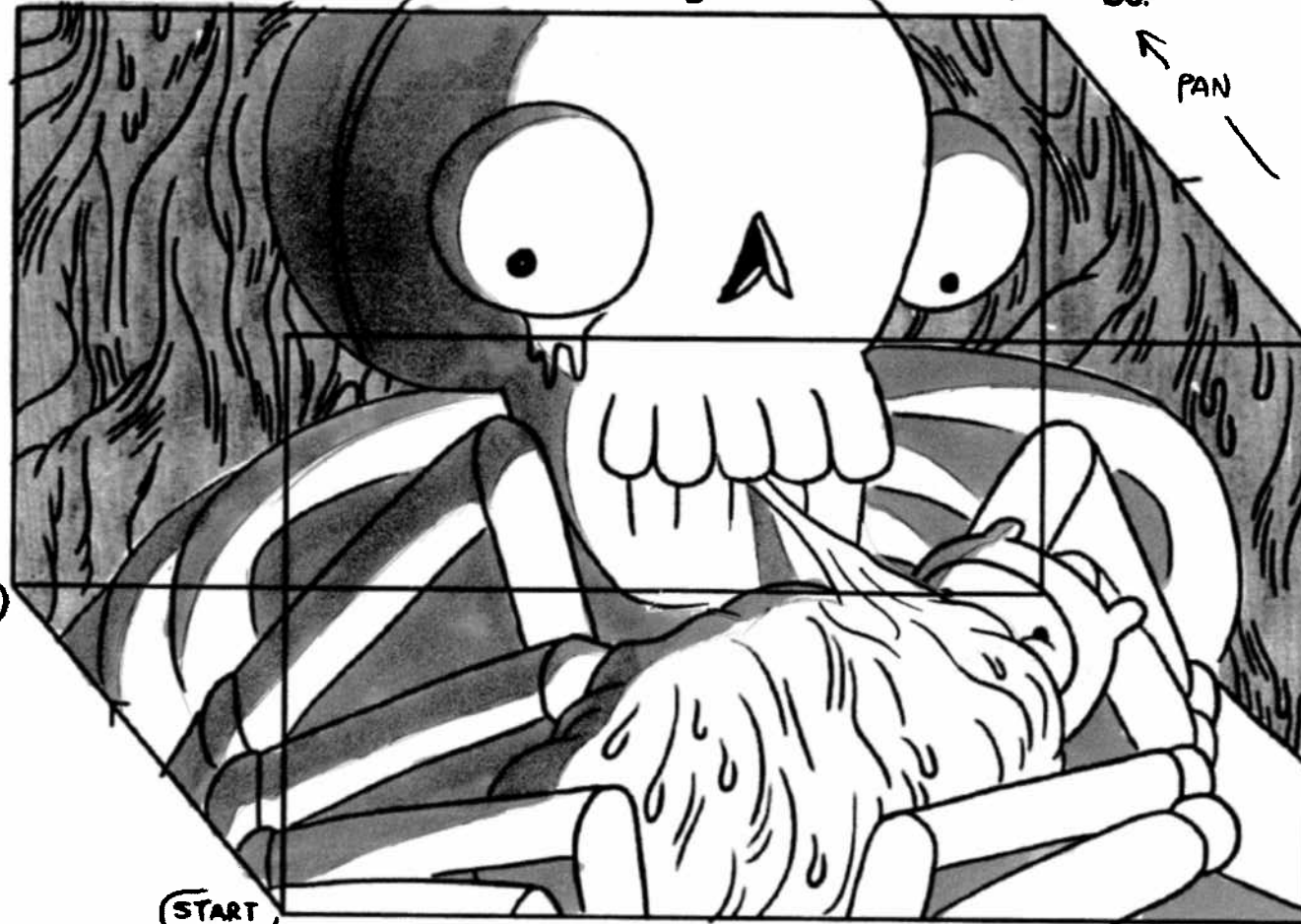
day night

Sc.

Pnl.

Bg.

day night



STOP

START

Timing:

GGs : \* THBBTT \*

PAN UP TO GGS' FACE

EPISODE # 1014-116

Production :

# ADVENTURE TIME

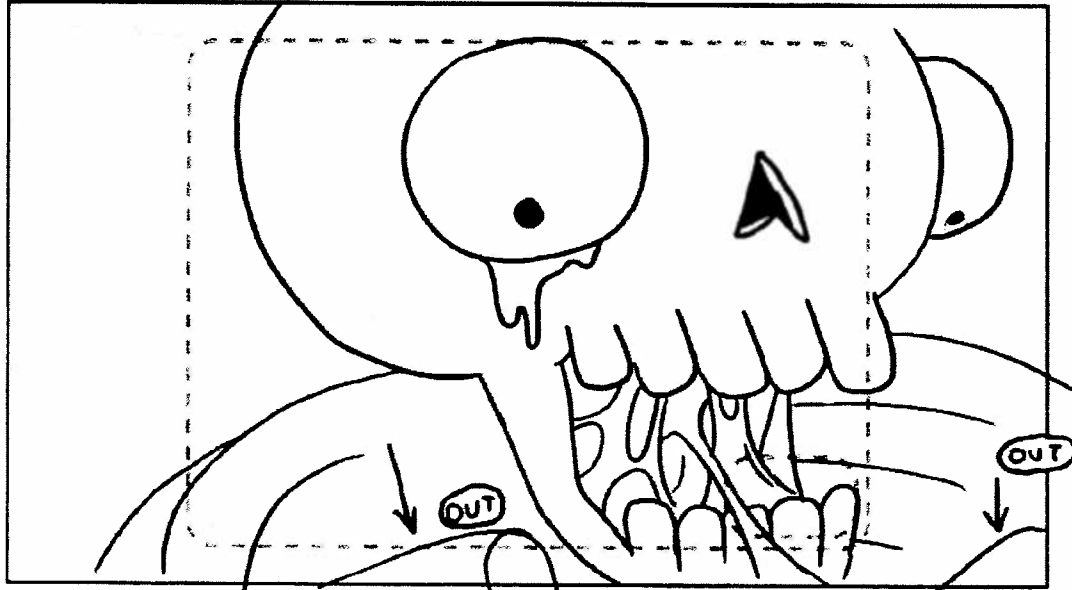


Sc. 133

Pnl. D

Bg.

day night

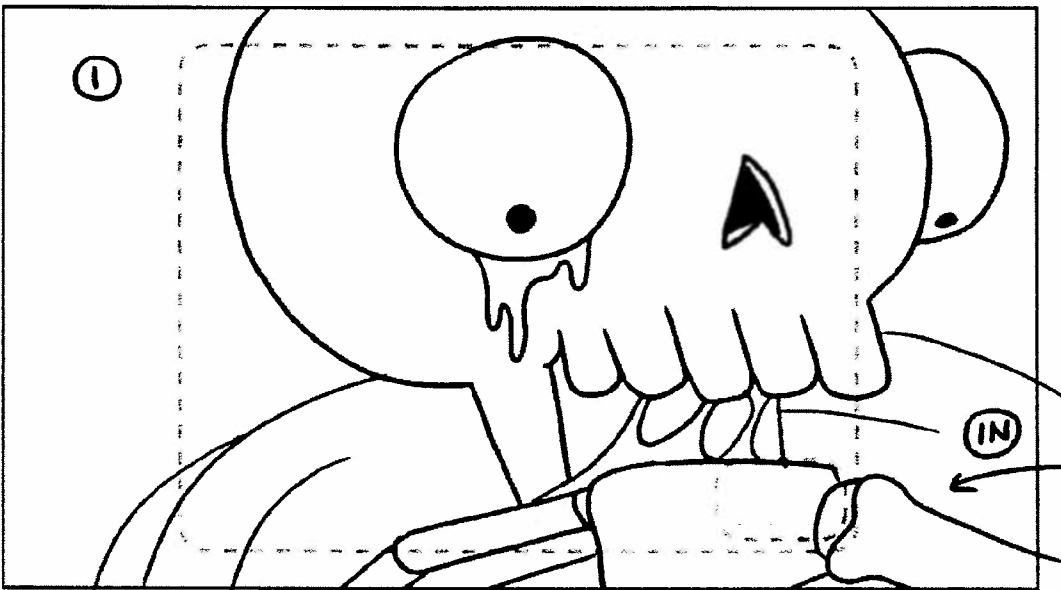


Sc. 133

Pnl. E

Bg.

day night



Dialog:	
<u>GGS</u> * AHH *	<u>GGS</u> * SLURP*
Action:	GGS SKELETON
• GGS OPENS MOUTH	WIPES MOUTH
• GGS HAS GOO CACHE DRIPPING IN MOUTH	
• GGS' HANDS MOVE OFF/S	
Timing:	



EPISODE # 1014-116

Production :

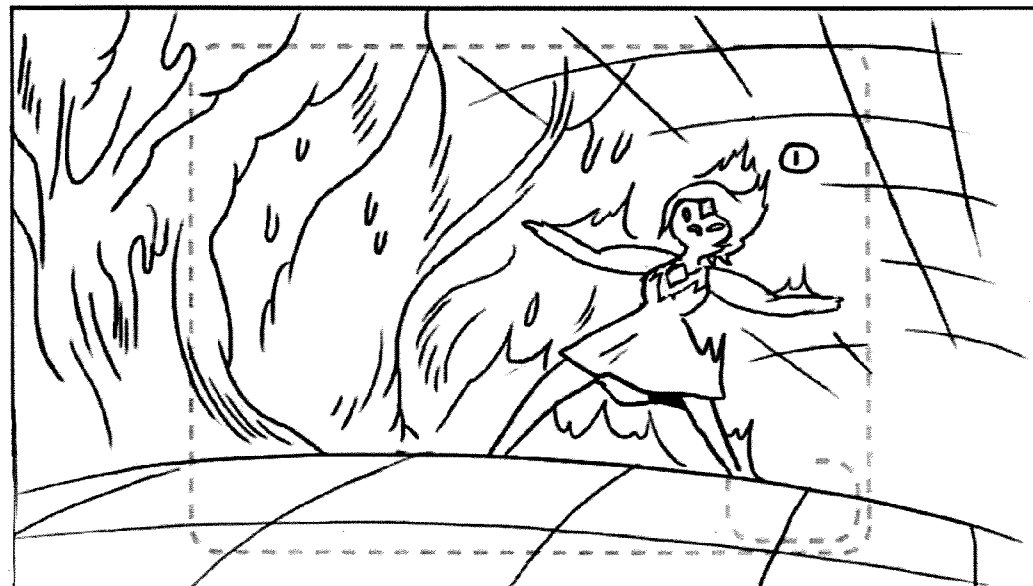
# ADVENTURE TIME

Page 230

Sc. 134 Pnl. A Bg. night



Sc. 134 Pnl. B Bg. day night



Dialog:

(FP) RELEASE HIM...

(FP) OR FEEL THE WRATH OF THE PRINCESS OF FLAMES!

Action:

- ANIME CAM MOVE INTO PERSPECTIVE CHANGES  
- FP TRANSFORMS INTO SCARIER FORM

Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME



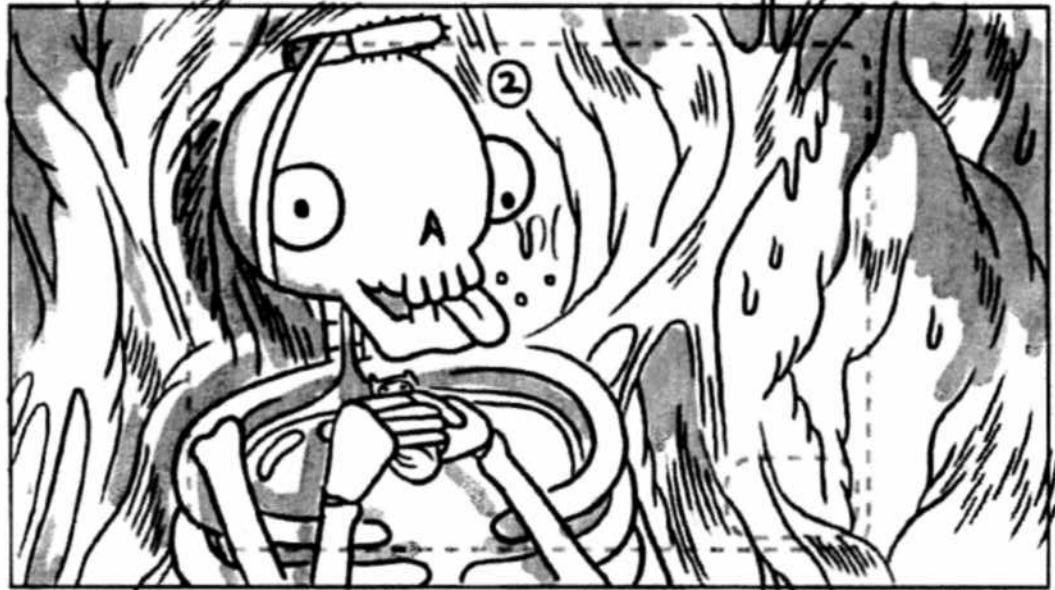
Page 231

Sc. 135

Pnl. A

Bg.

day night



Sc. 136

Pnl. A

Bg.

day night



Dialog:

GGS: \*THBBT\*

FP<sup>②</sup> VERY WELL  
SEX: \*SHING\*

Action:

• GGS RASPBERRIES AT FP  
• FLECKS OF GOO SPIT OUT

FP UNFOLDS ARMS

Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME

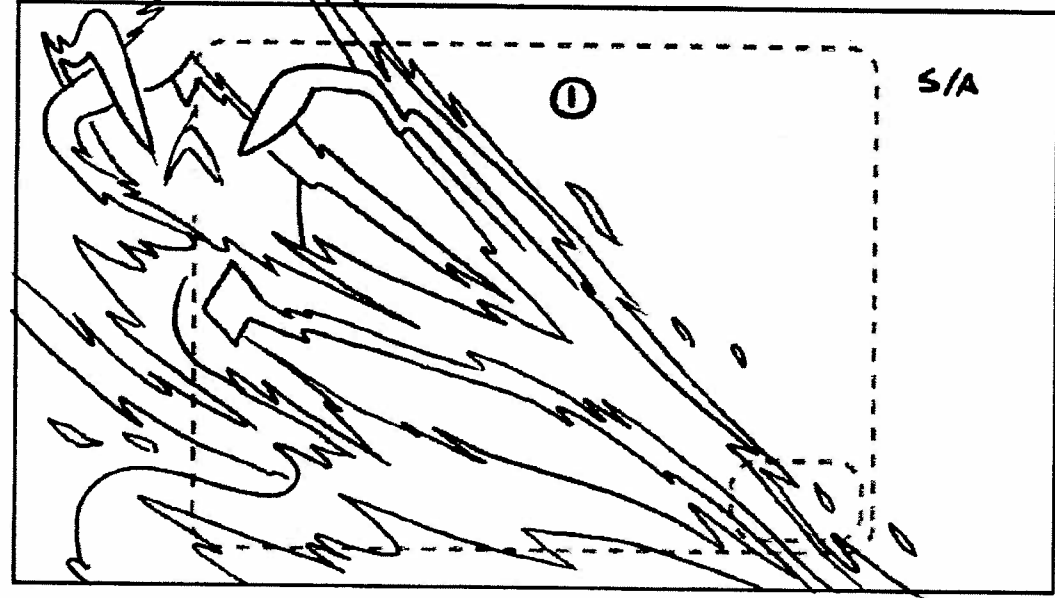


Sc. 136

Pnl. B

Bg.

day night

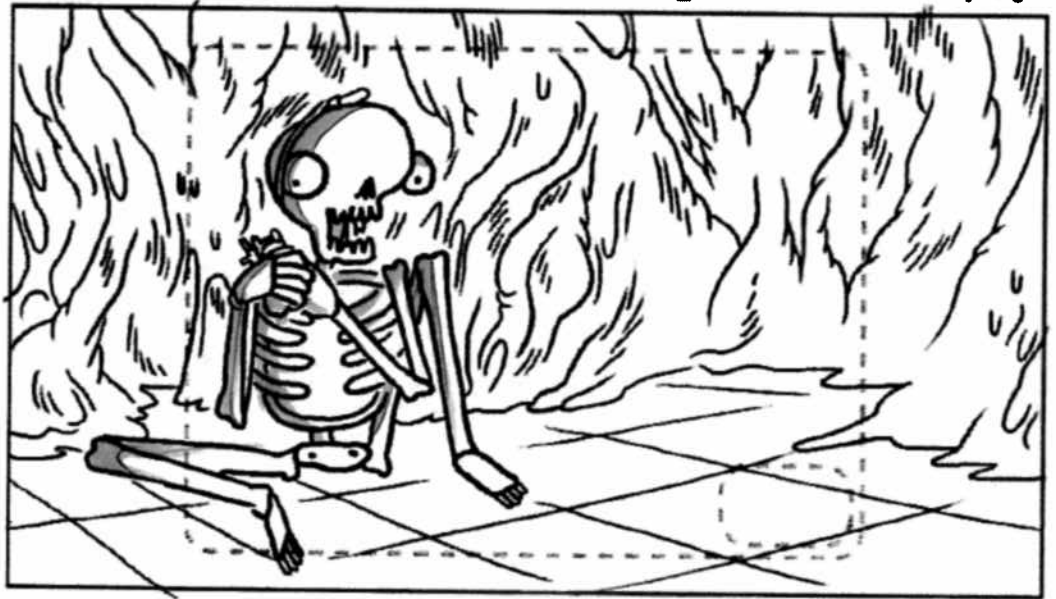


Sc. 137

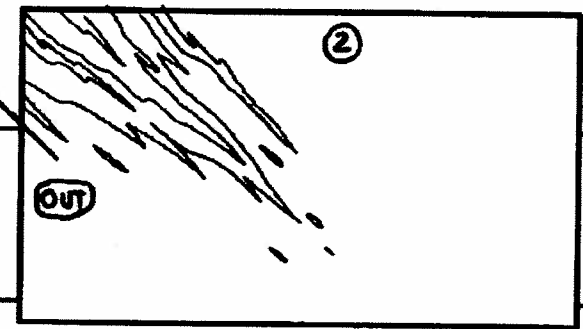
Pnl. A

Bg.

day night



Dialog:	
SFX *WHOOSH*	
Action:	FP LUNGES FORWARD OFF/S
Timing:	



EPISODE # 1014-116

Production :



# ADVENTURE TIME



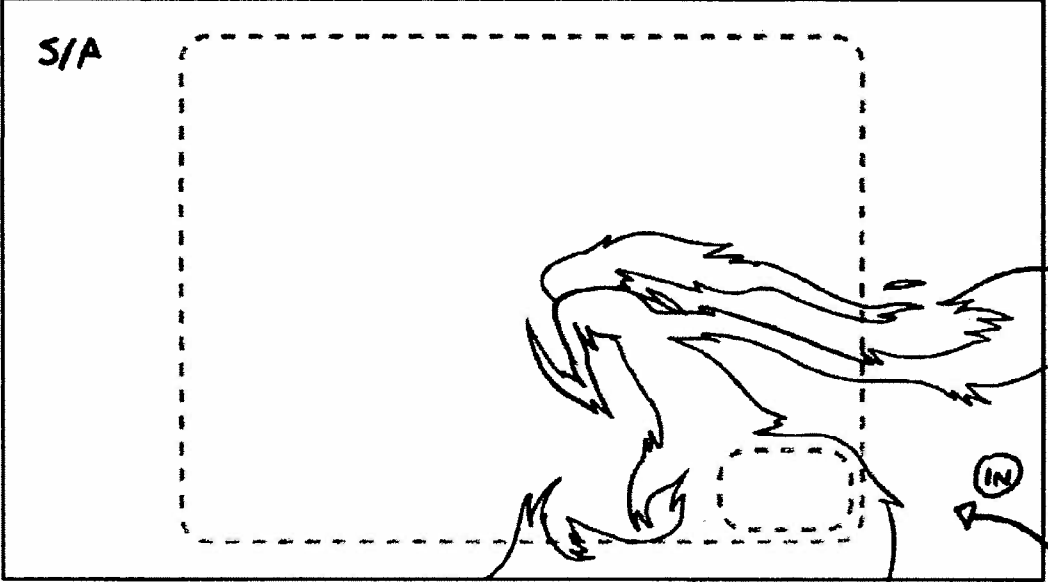
Page 233

Sc. 137

Pnl. B.

Bg.

day night

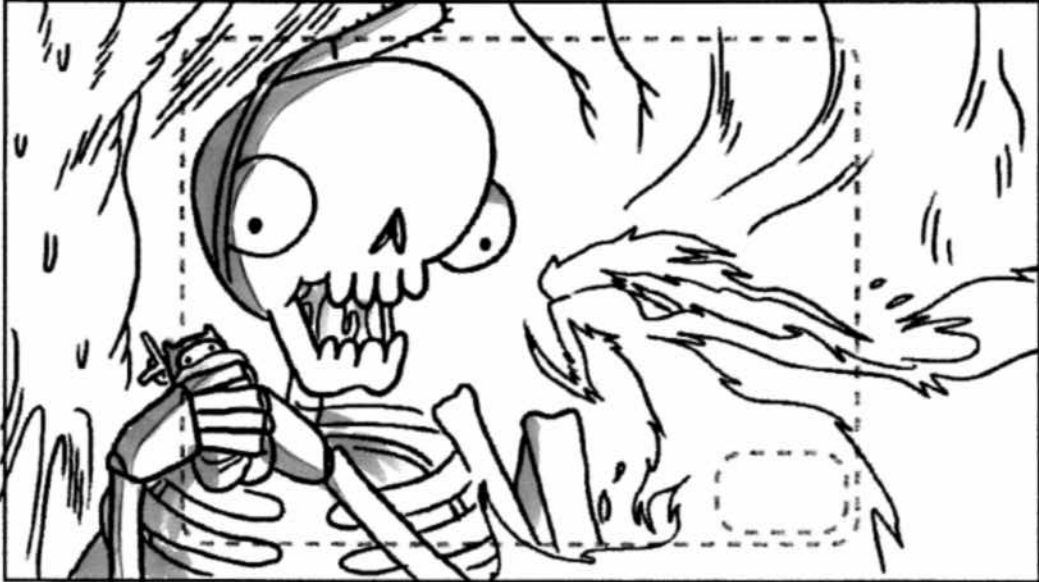


Sc. 137

Pnl. C

Bg.

day night



Dialog:

SFX: \* FWOOSH \*

Action: • FP SURGES ON/S TOWARDS GOO SKULL  
• PAN W/ACTION

-TRUCK IN WITH FP

Timing:

EPISODE # 1014-116

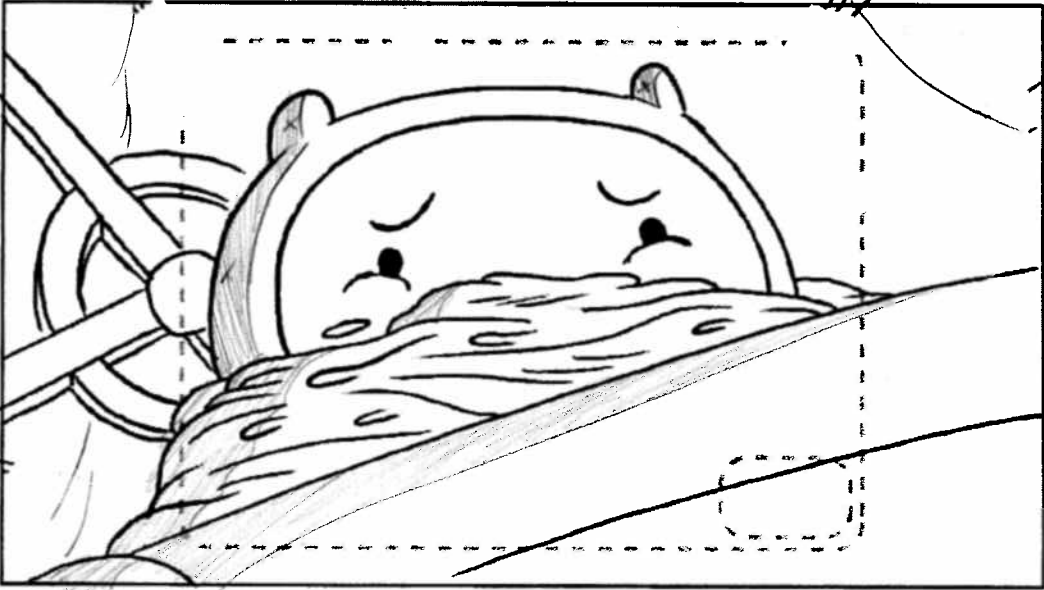
Production :



# ADVENTURE TIME



Sc. 138 Pnl. A Bg. day night



Sc. 139 Pnl. A Bg. day night



Dialog:

(F) [MUFFLED] NOOOO!!

Action:

FINN, COVERED IN FLAMMABLE GOO,  
STRUGGLES TO ESCAPE

Timing:

EPISODE # 1014-116

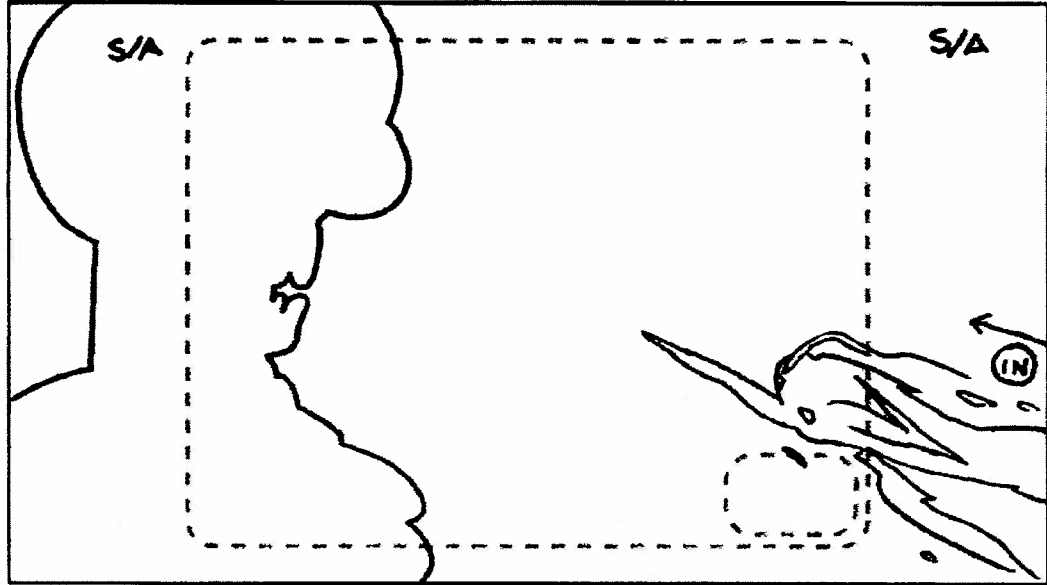
Production :

# ADVENTURE TIME

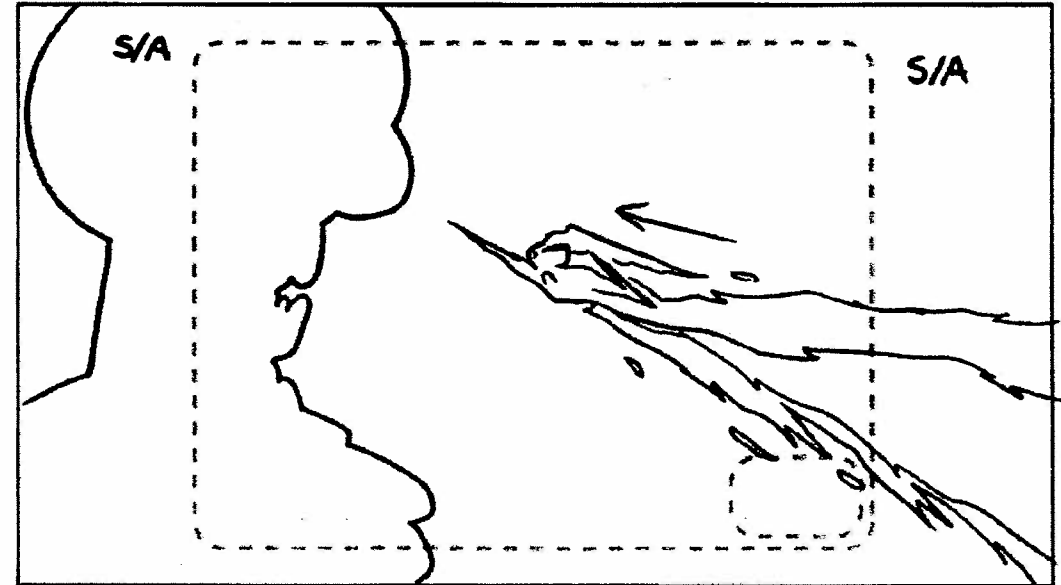


Page 235

Sc. 139 Pnl. B Bg. day night



Sc. 139 Pnl. C Bg. day night



Dialog:

Action:

FP STREAKS ON/S

- FP FLIES UP TO 665' FACE

Timing:

EPISODE # 1014-116

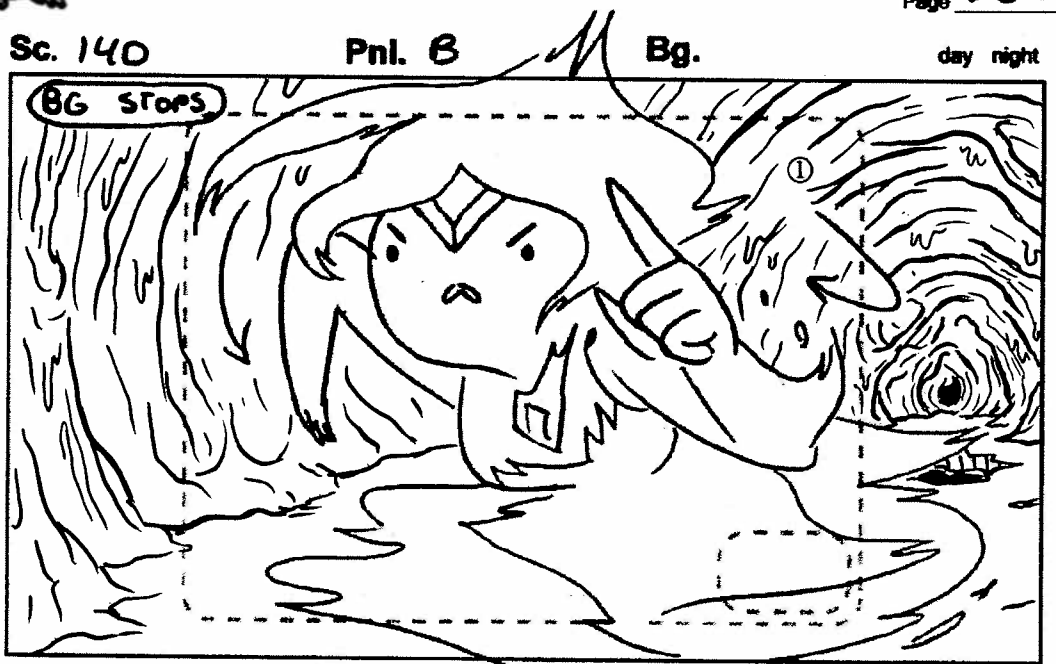
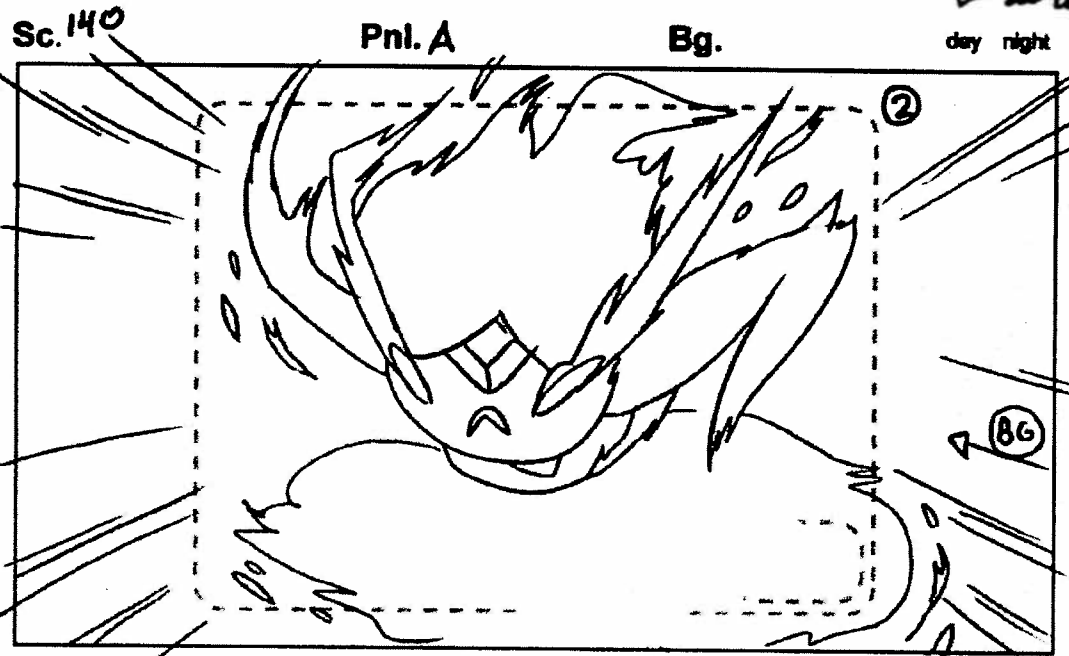
Production :

# ADVENTURE TIME



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Dialog:	(FP) DO THE SPLITS!
Action:	• BG SLAMS TO A STOP • FP GETS LESS FLAME-Y
Timing:	



EPISODE # 1014-116

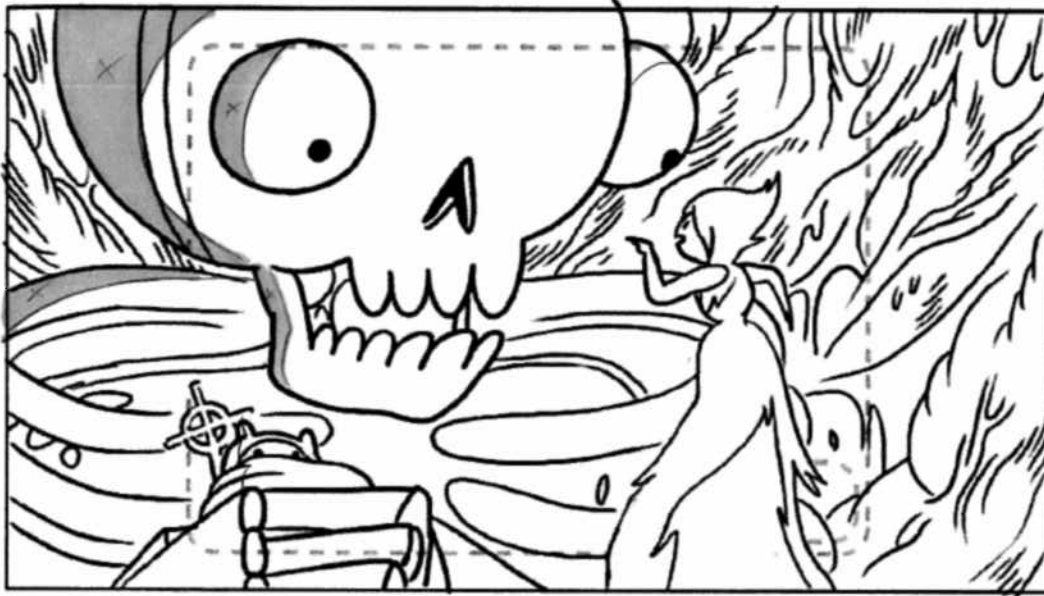
Production :

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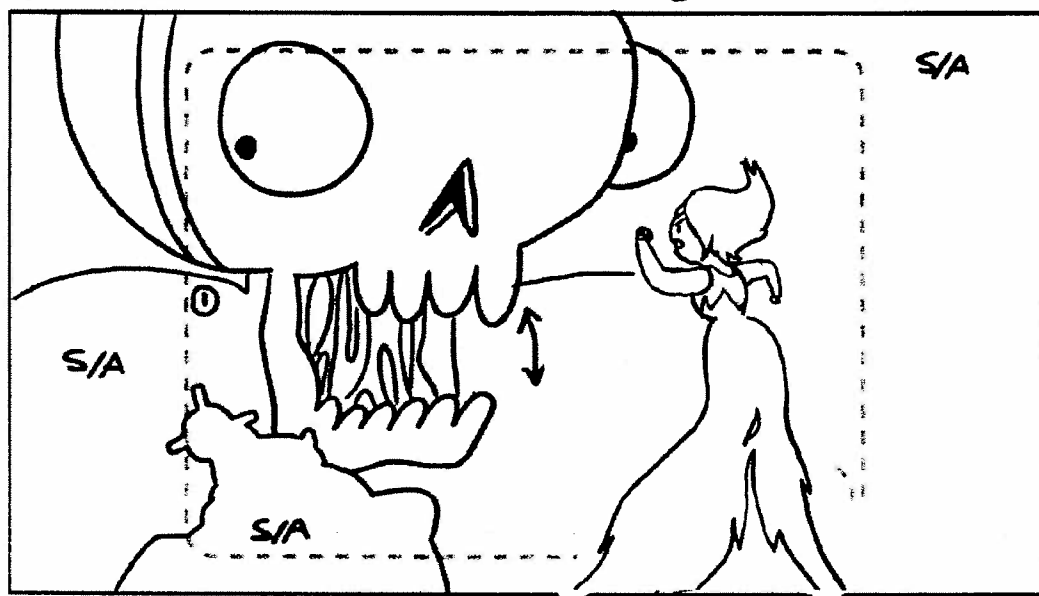
# ADVENTURE TIME



Sc. 141 Pnl. A Bg. day night



Sc. 141 Pnl. B Bg. day night



Dialog:	(FP) DO THE SPLITS, THOU MILK-LIVERED MA GGOT-PIE	GGG [CONFUSED GRUMBLING] GRAH RA RA RA RAH
Action:	FP BARKS IN GGS	GGG'S EYES ROLL AROUND AND HIS JAW WORKS RAPIDLY
Timing:		

EPISODE # 1014-116

Production :

# ADVENTURE TIME



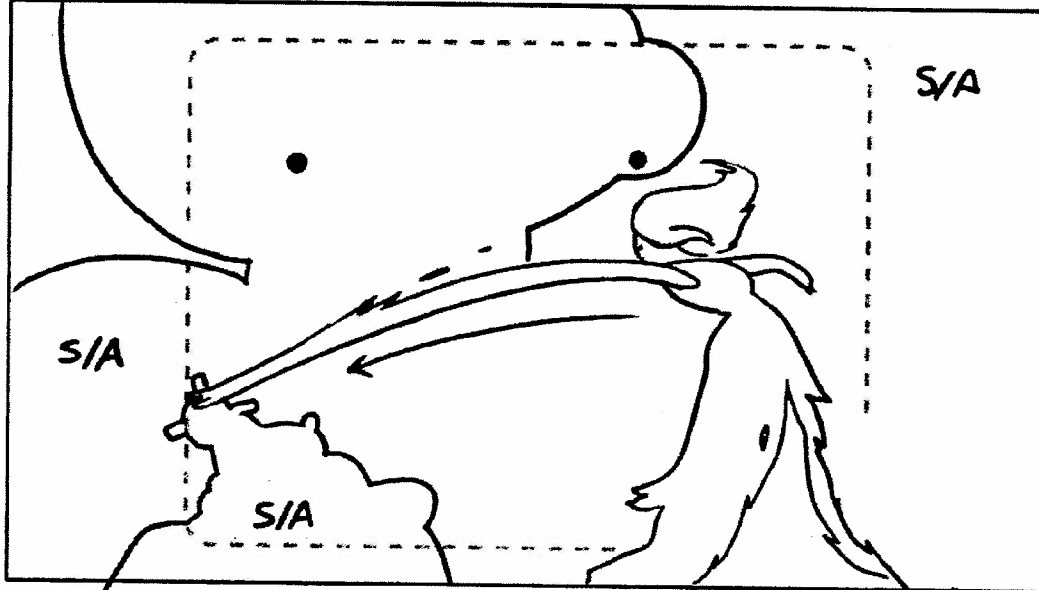
Page 238

Sc. 141

Pnl. C

Bg.

day night

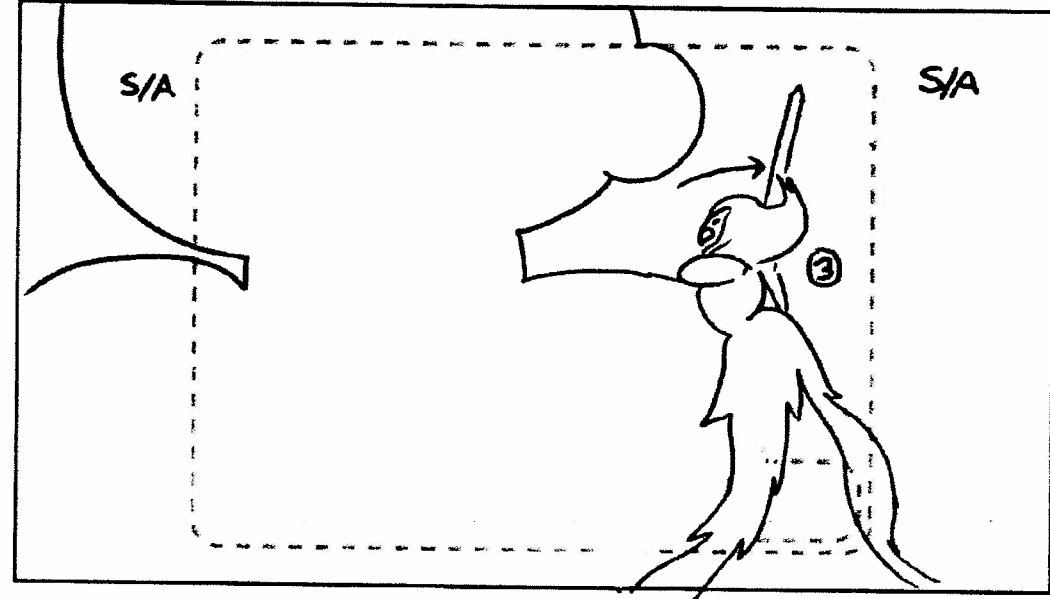


Sc. 141

Pnl. D

Bg.

day night



Dialog:

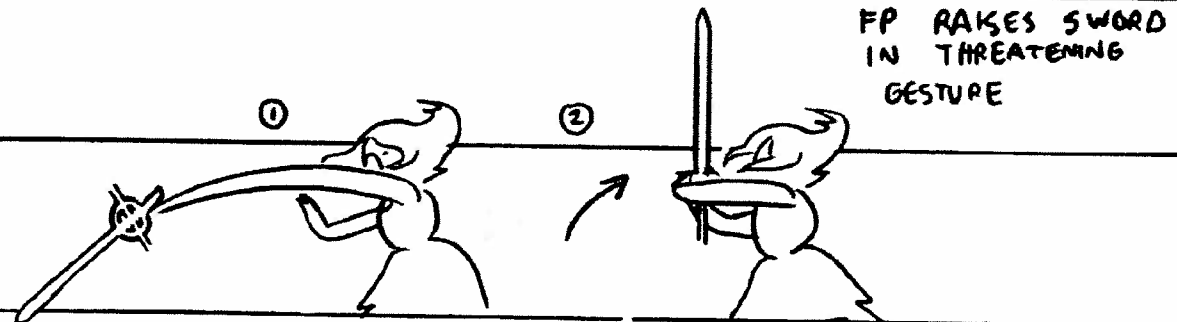
SFX \* CHK \*

Ⓢ RRAAHH

Action:

FP GRABS FINN'S SWORD

Timing:



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Production :

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# ADVENTURE TIME



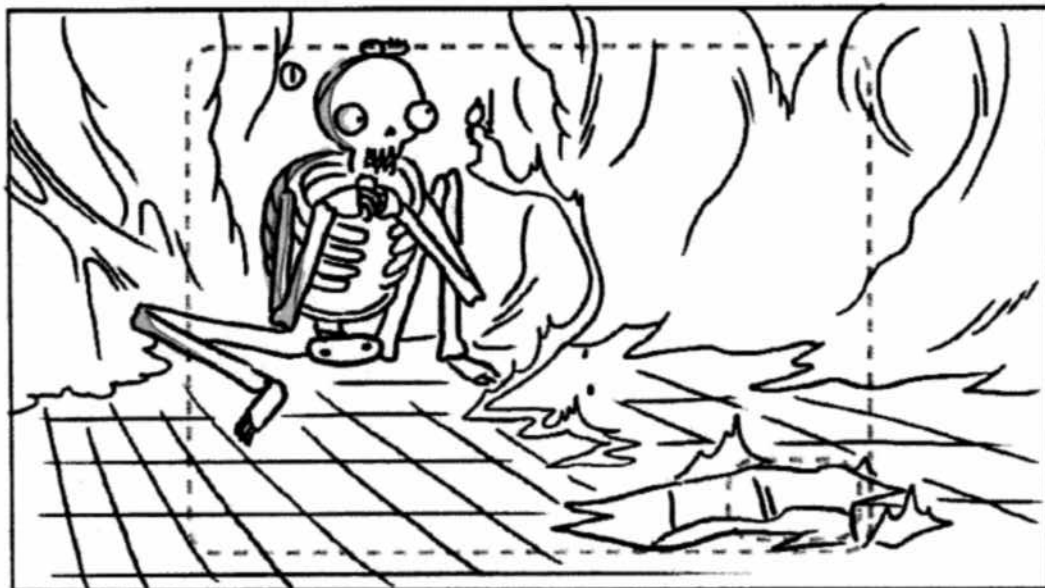
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Sc. 142

Pnl. A

Bg.

day night

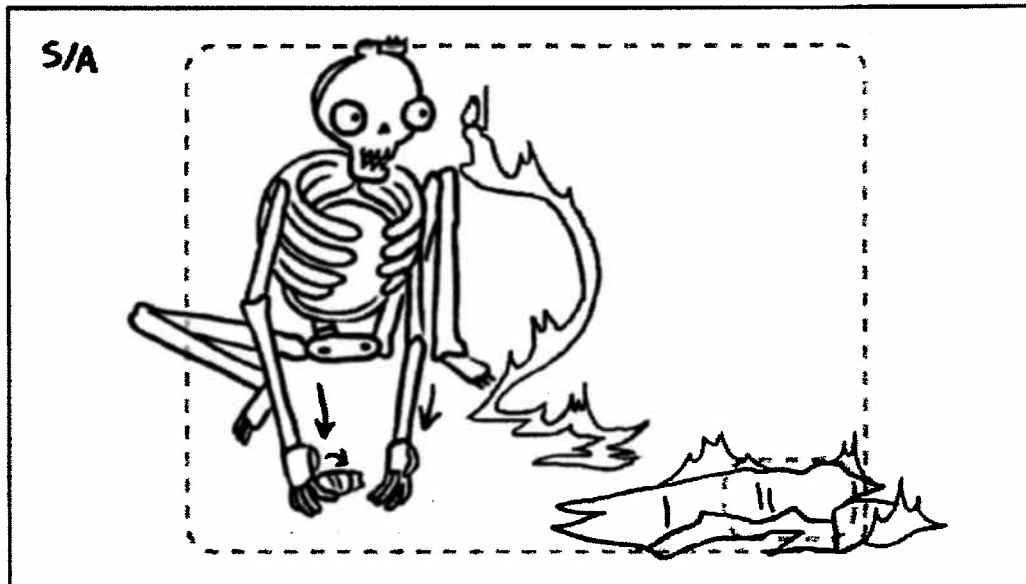


Sc. 142

Pnl. B

Bg.

day night



Dialog:

GGS: RAH.  
["OKAY."]

Action:

GGS LOOKS AT  
FINN

②

○ ○

GGS LOOKS BACK AT FP,  
PTS FINN DOWN

Timing:

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Production :

# ADVENTURE TIME



Page 240

Sc. 142

Pnl. C

Bg.

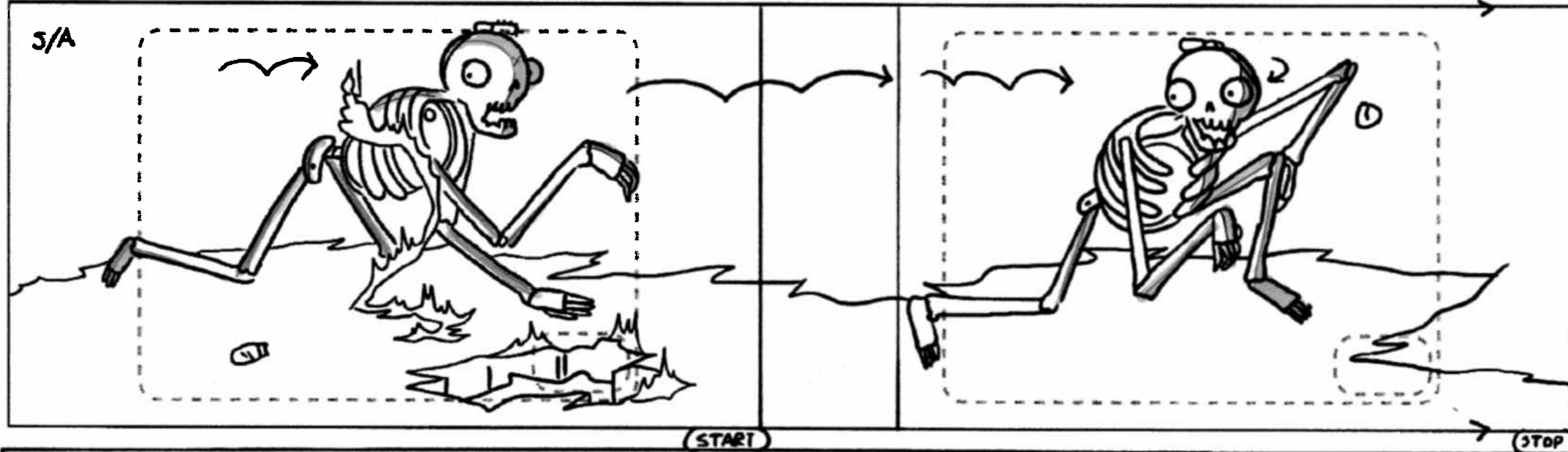
day night

Sc.

Pnl.

Bg.

day night



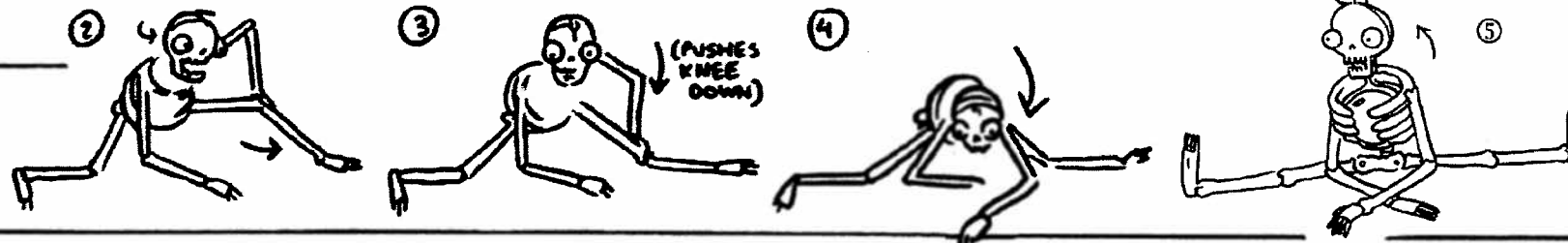
Dialog:

GGS [STRUGGLING] UH HUH

Action: • GGS CRAWLS TO THE RIGHT  
• PAN W/ GGS

GGS TRIES TO DO THE SPLITS  
(TREMBLING DURING ACTION)

Timing:



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# ADVENTURE TIME



FP'S BODY/  
DRESS "TAIL"

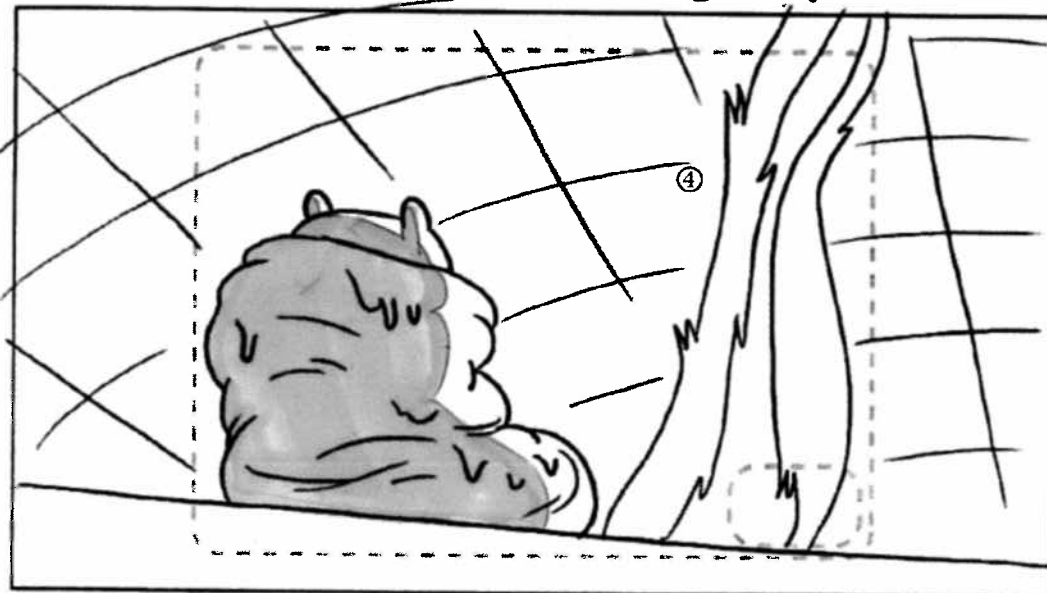
Page 241

Sc. 143

Pnl. A

Bg.

day night

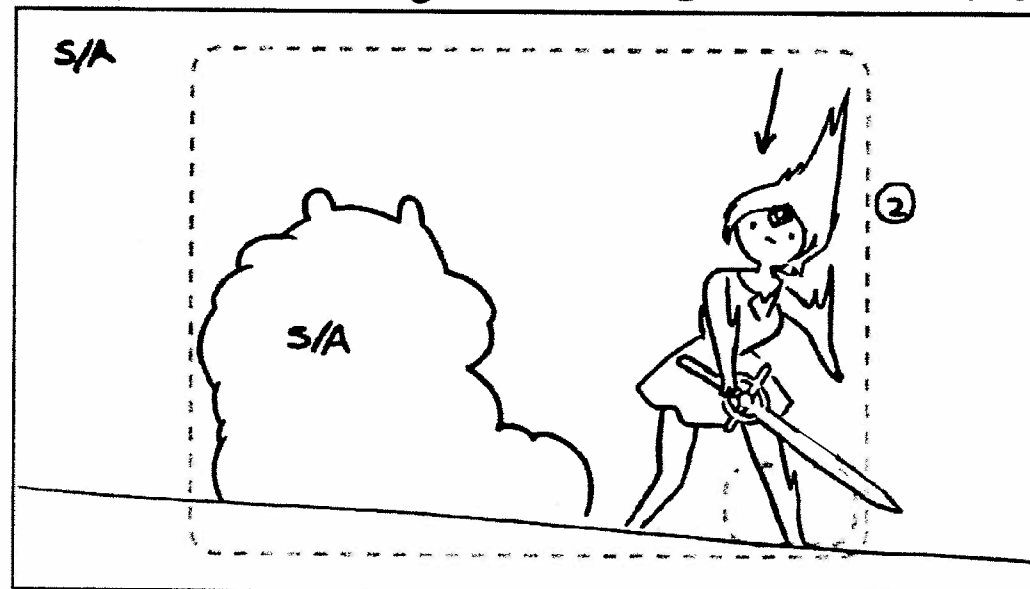


Sc. 143

Pnl. B

Bg.

day night

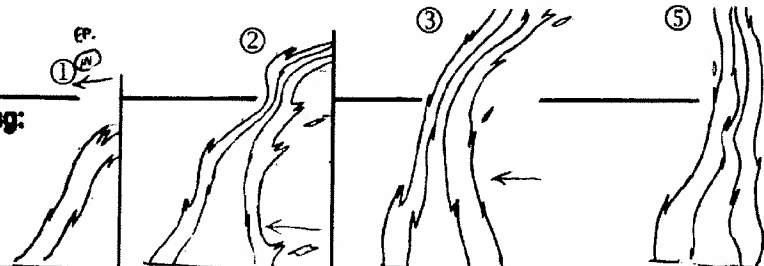


Dialog:

Action: - FP FLOATS DOWN ON/S

FP DRAWS BACK  
SWORD

Timing:



EPISODE # 1014-116

Production :

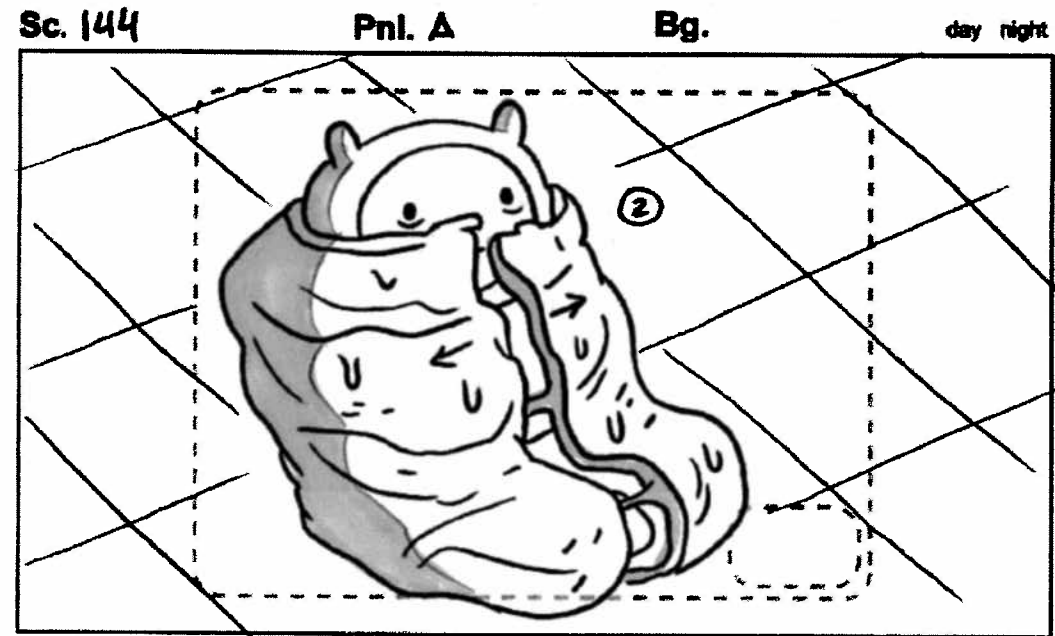
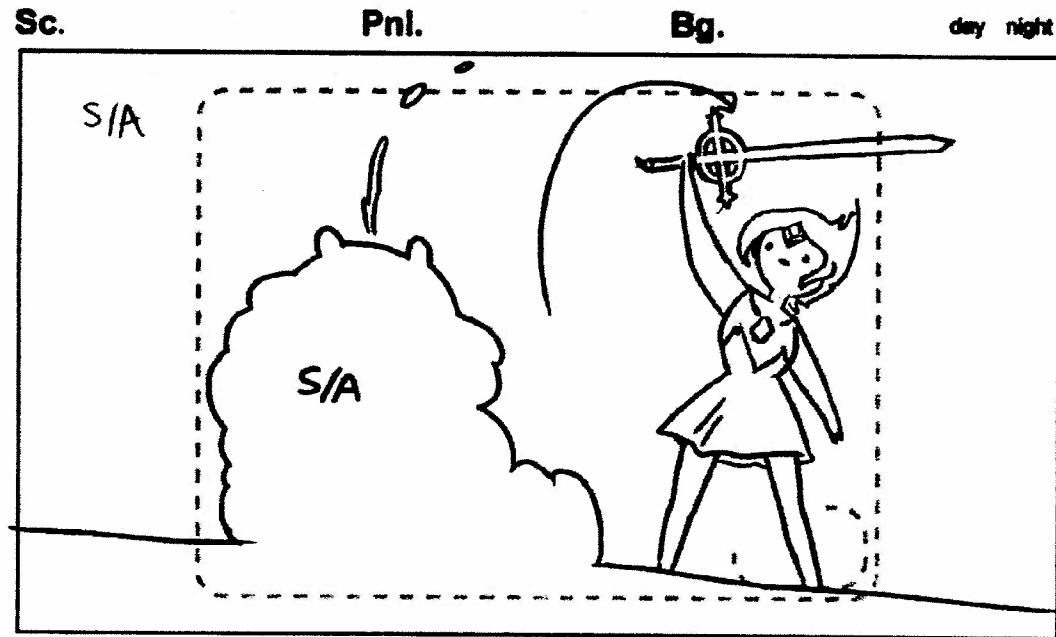


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# ADVENTURE TIME



Page 242



EPISODE # 1014-116

Production :

Dialog:

SFX: \*SVVSHH\*

SFX \* C-CRRKK \*

Action:

- GOO COCLOON  
SPLITS APART

Timing:



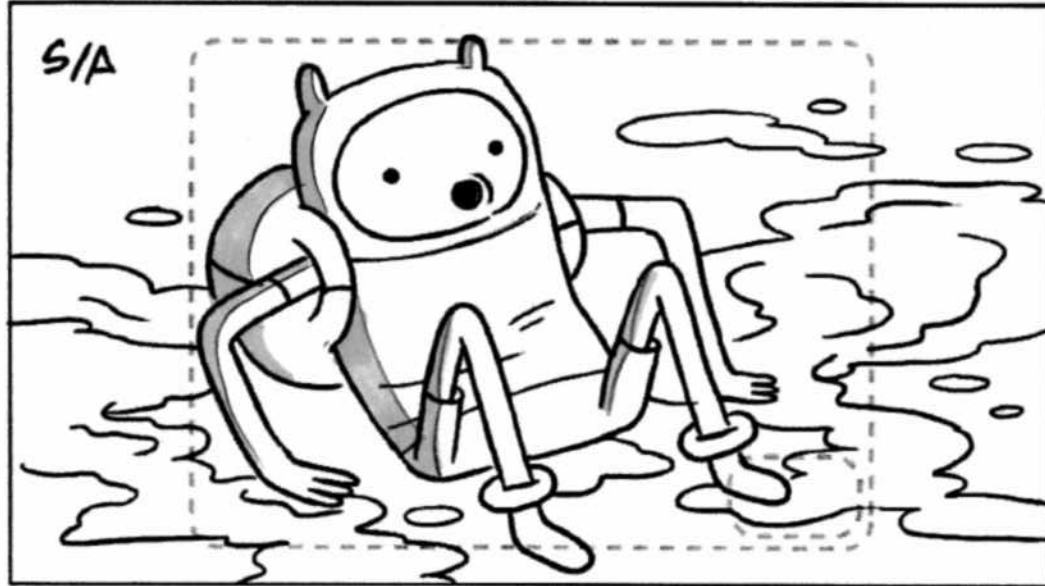
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# ADVENTURE TIME

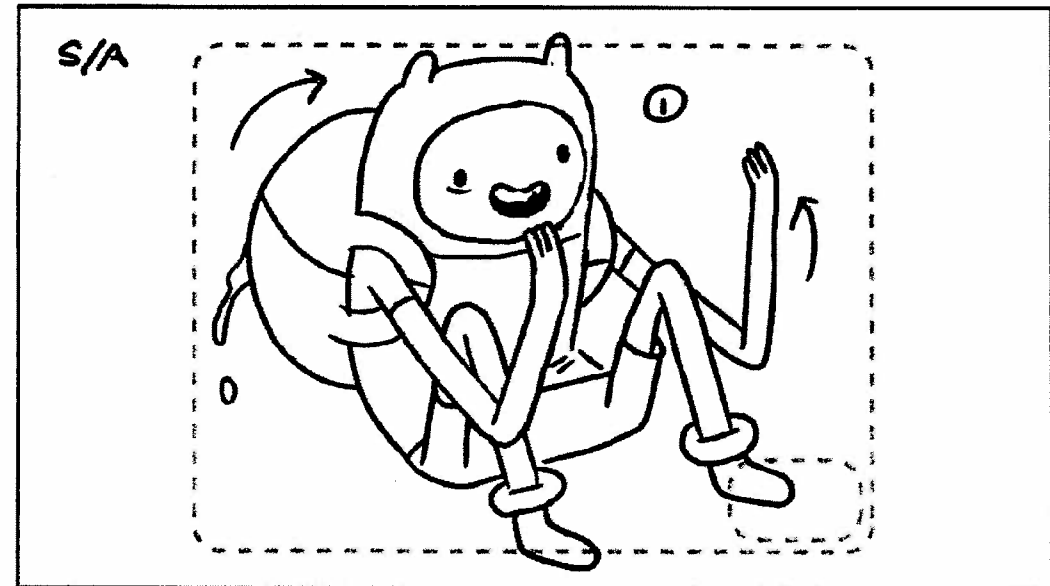


Page 243

Sc. 144 Pnl. B Bg. day night



Sc. 144 Pnl. C Bg. day night



Dialog:

① FOOOO.

① HOT DANIEL, FLAME PRINCESS  
② I THOUGHT YOU WERE GOING TO BURN ME ALIVE!

Action:

• COCCOON DISINTEGRATES  
• FINN SIGHS WITH RELIEF

- F SITS UP

Timing:



EPISODE # 1014-116

Production :

# ADVENTURE TIME



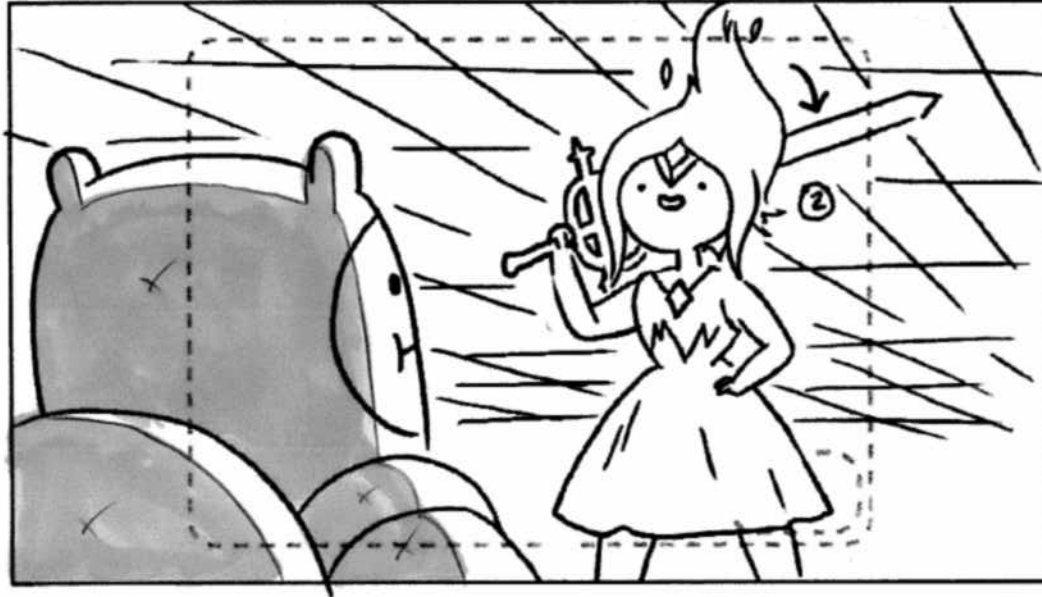
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Sc. 145

Pnl. A

Bg.

day night

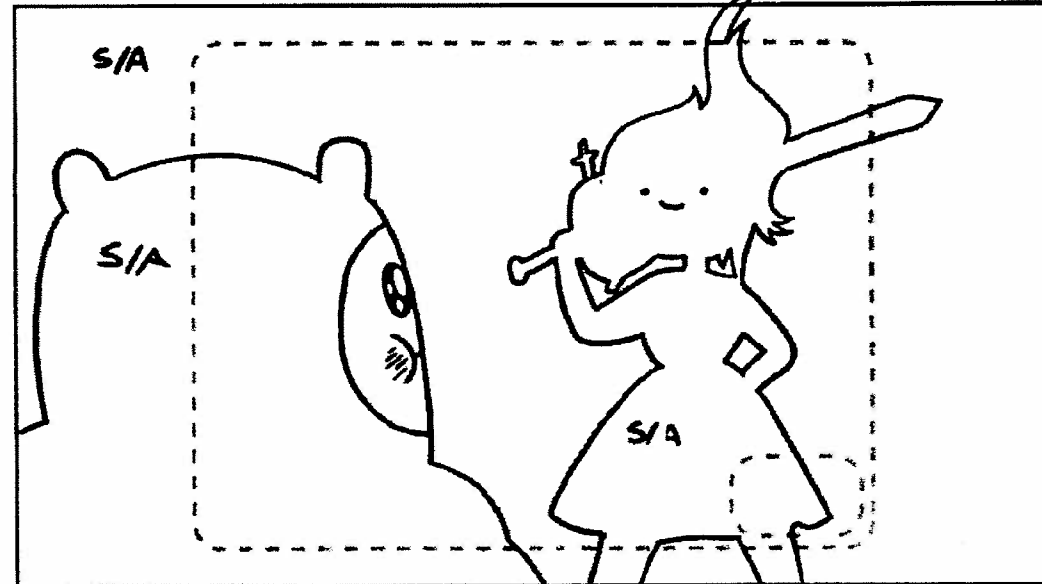


Sc. 145

Pnl. B

Bg.

day night



EPISODE # 1014-116

Dialog:

FP : I'D NEVER DO THAT  
TO MY BOYFRIEND.

Action:

FP RESTS SWORD ON  
HER SHOULDER

FINN BLUSHES

Timing:



Production :

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# ADVENTURE TIME



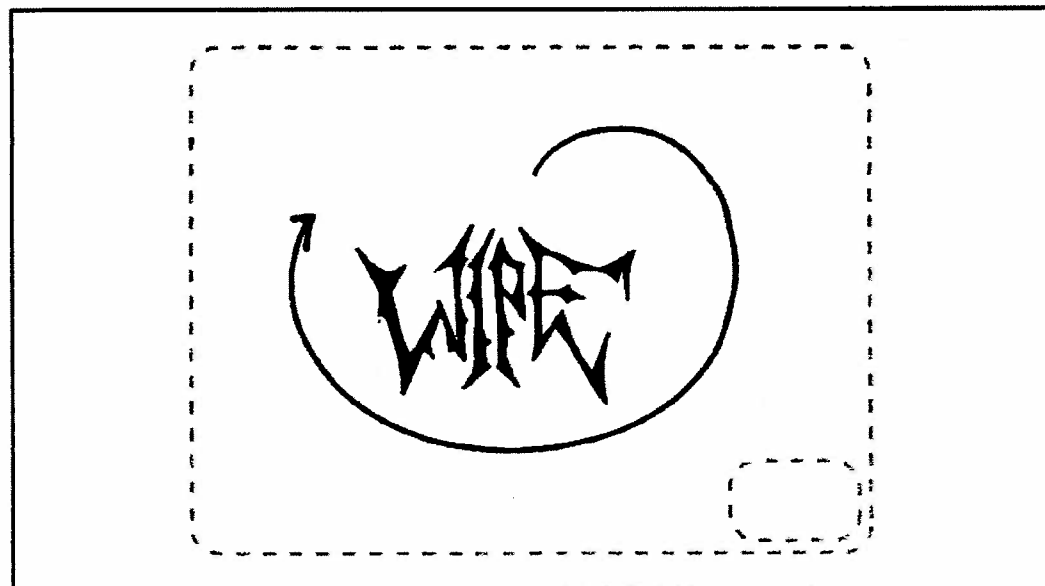
Page 245

Sc.

Pnl.

Bg.

day night

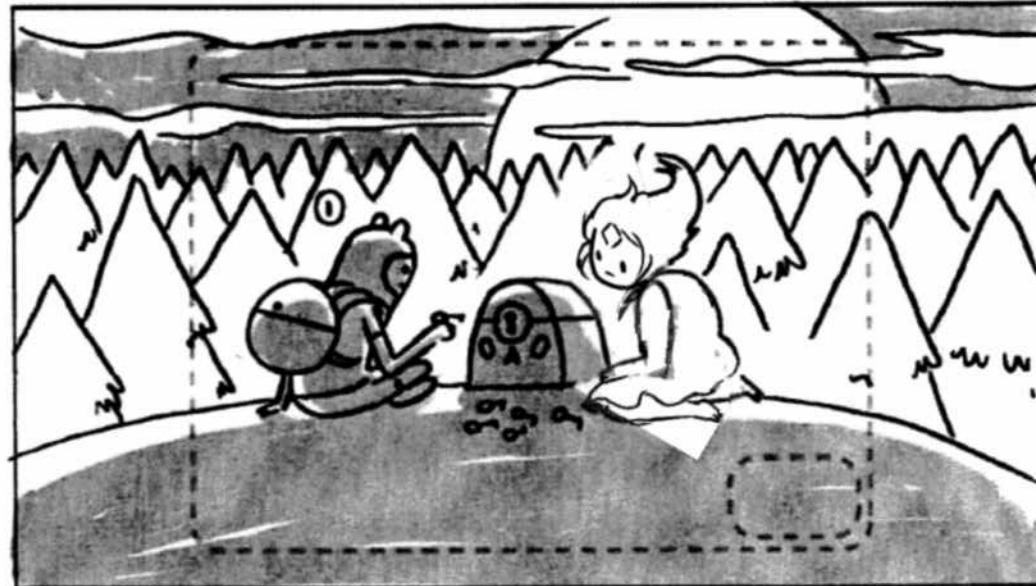


Sc.146

Pnl.A

Bg.

day night



Dialog:

...

Action:

. FINN + FP ON HILLSIDE W/ CHEST + SMALL PILE  
OF KEYS BTW. THEM  
. THEY ARE TRYING DIFFERENT KEYS.. FINN  
PICKS ONE UP, INSERTS IT IN CHEST

Timing:

②



EPISODE # 1014-116

Production :

# ADVENTURE TIME



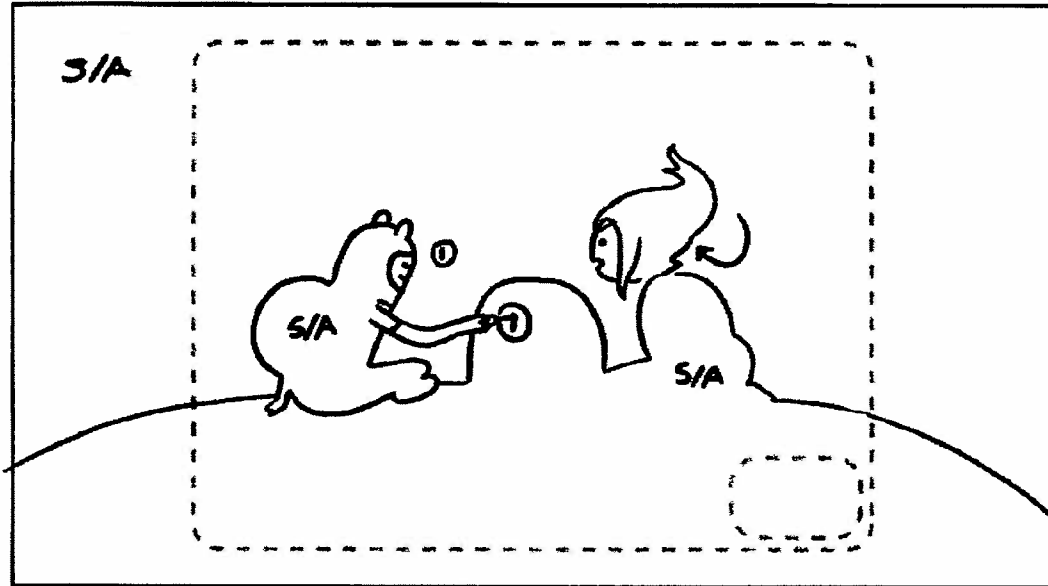
Page 246

Sc. 146

Pnl. B

Bg.

day night

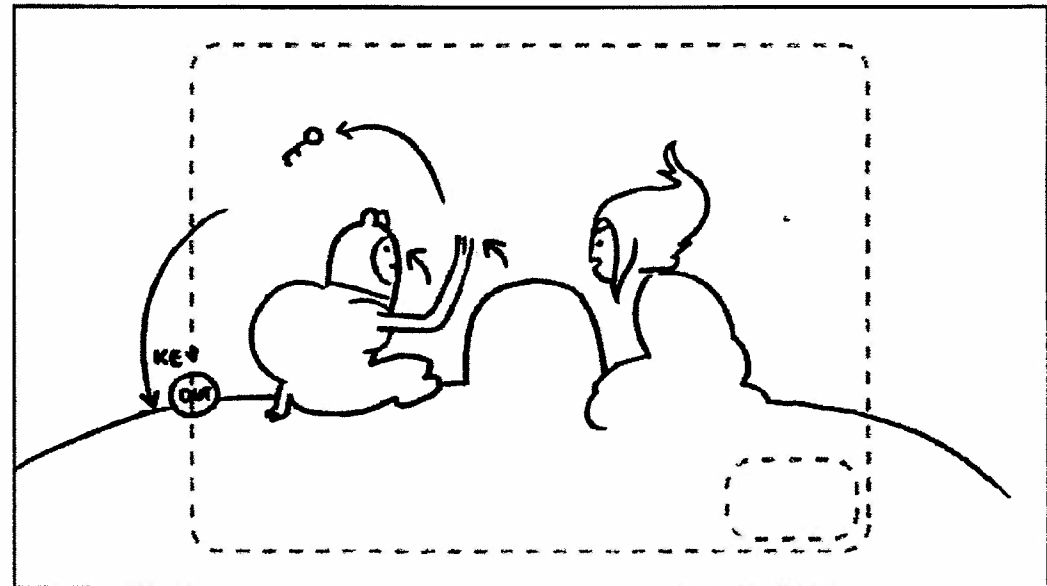


Sc. 146

Pnl. C

Bg.

day night



EPISODE # 1014-116

Dialog:

Ⓢⓐ THANKS, FINN...

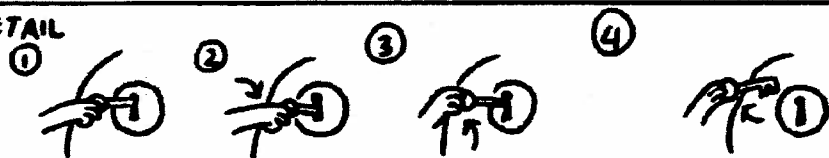
ⓕⓅ THAT WAS A REALLY AWESOME EXPERIENCE

Action:

• FINN FIDDLING W/ KEY, REMOVING IT  
• ⓕⓅ TURNS TO FINN

• FINN LOOKS UP, TOSSES USELESS KEY ASIDE

Timing: DETAIL



Production :

# ADVENTURE TIME



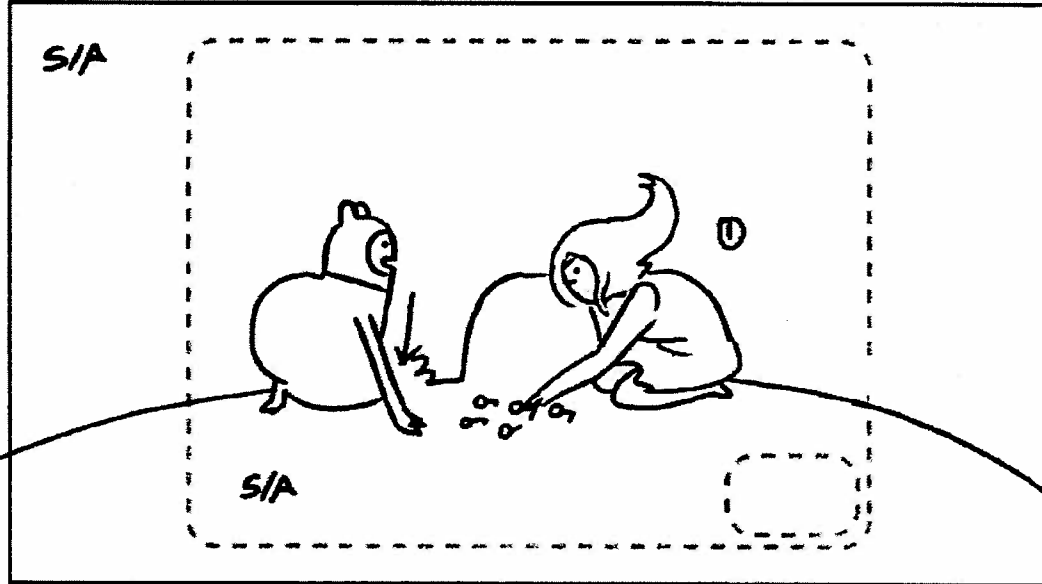
Page 247

Sc. 146

Pnl. D

Bg.

day night

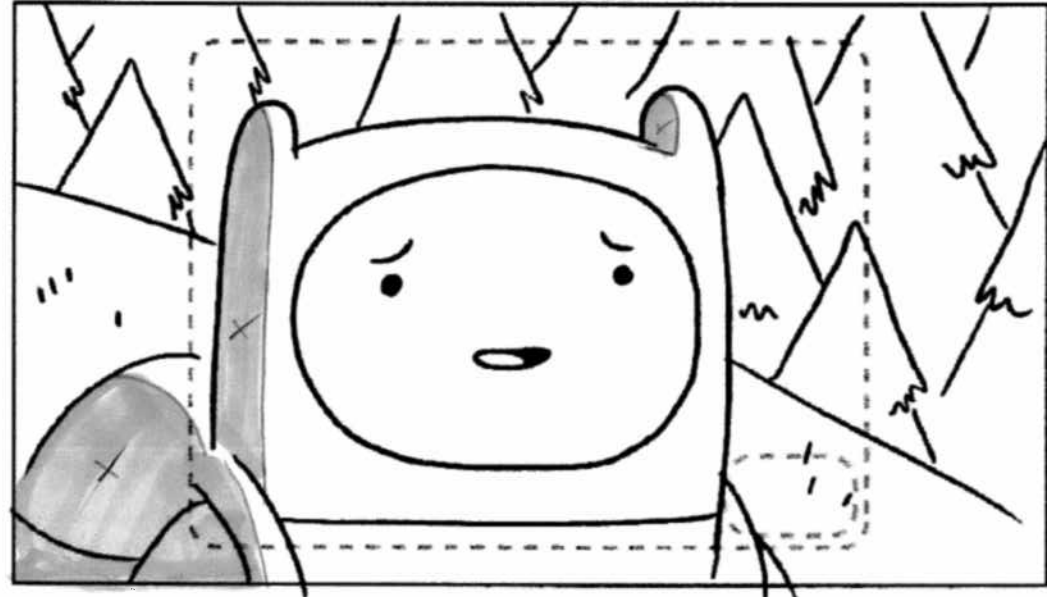


Sc. 147

Pnl. A

Bg.

day night



Dialog:

① DUNGEONS TOTES CLEAR  
YOUR HEAD, RIGHT?

② YOU FEELING BETTER  
ABOUT YOUR LIFE?

Action:

FP GRABS NEW KEY FROM  
PILE

Timing:



EPISODE # 1014-116

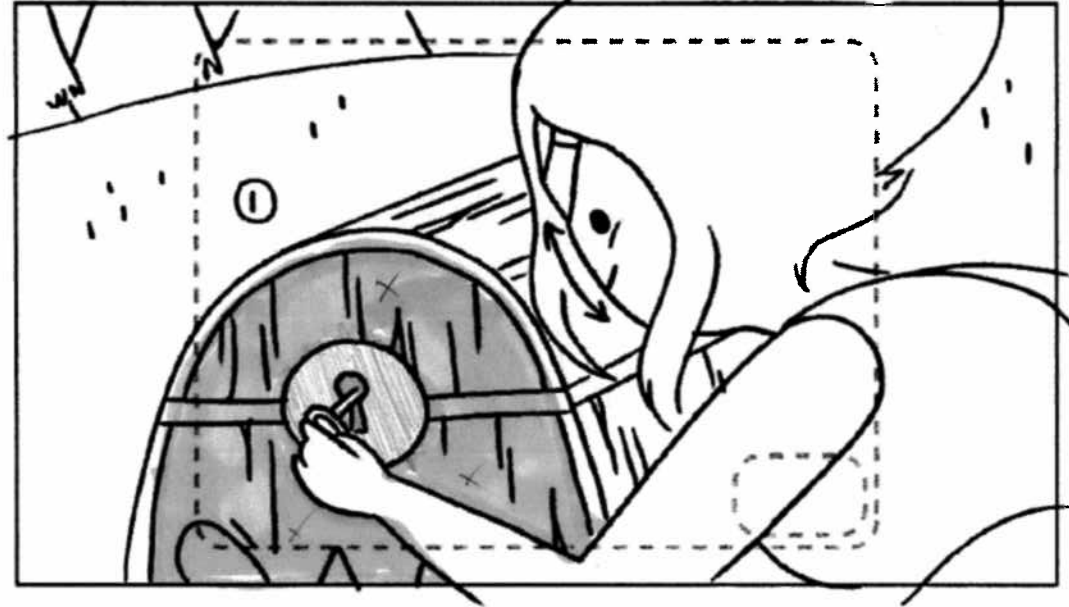
Production :

# ADVENTURE TIME

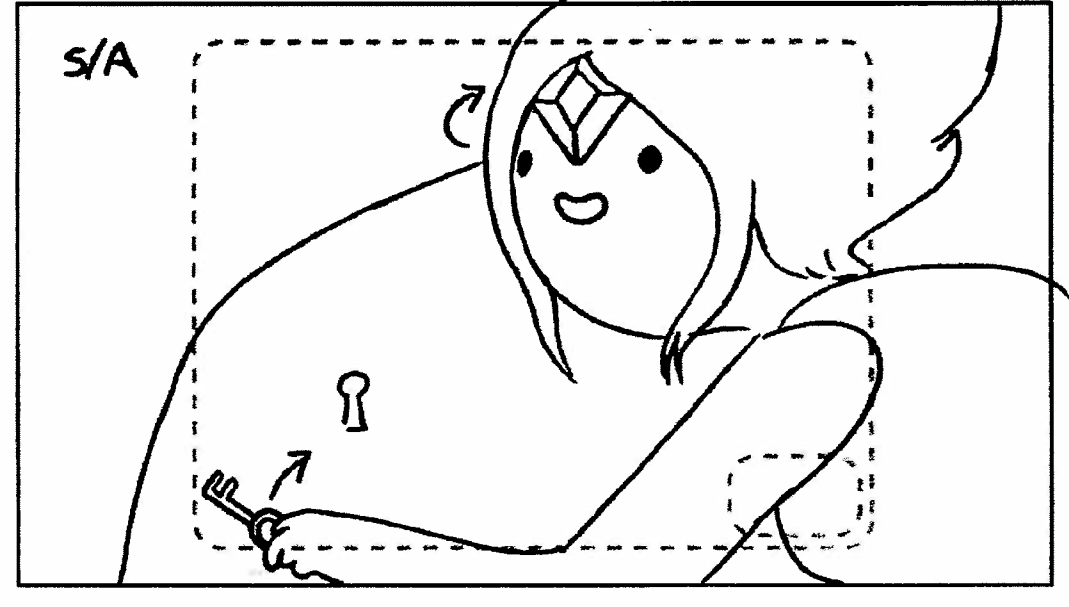




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Sc. 148 Pnl. A Bg. day night



Sc. 148 Pnl. B Bg. day night



<p>Dialog:</p> <p>(FP) MM-HMM</p>	<p>(FP) I FORGOT HOW GOOD IT FEELS TO DESTROY STUFF</p>
<p>Action:</p> <ul style="list-style-type: none"> <li>• FP NODS NON-CHANTLY</li> <li>• FP IS LEANING OVER, TRYING KEY IN LOCK [UNSUCCESSFULLY]</li> </ul>	<p>FP REMOVES KEY, LOOKS UP</p>
<p>Timing:</p> <p>②</p>  <p>③</p> 	

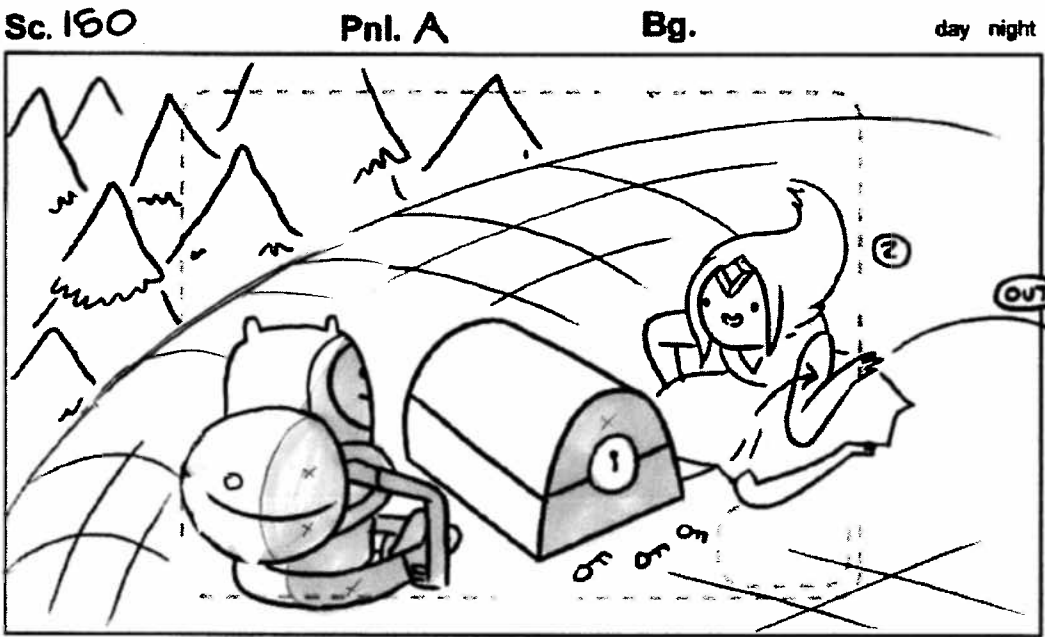
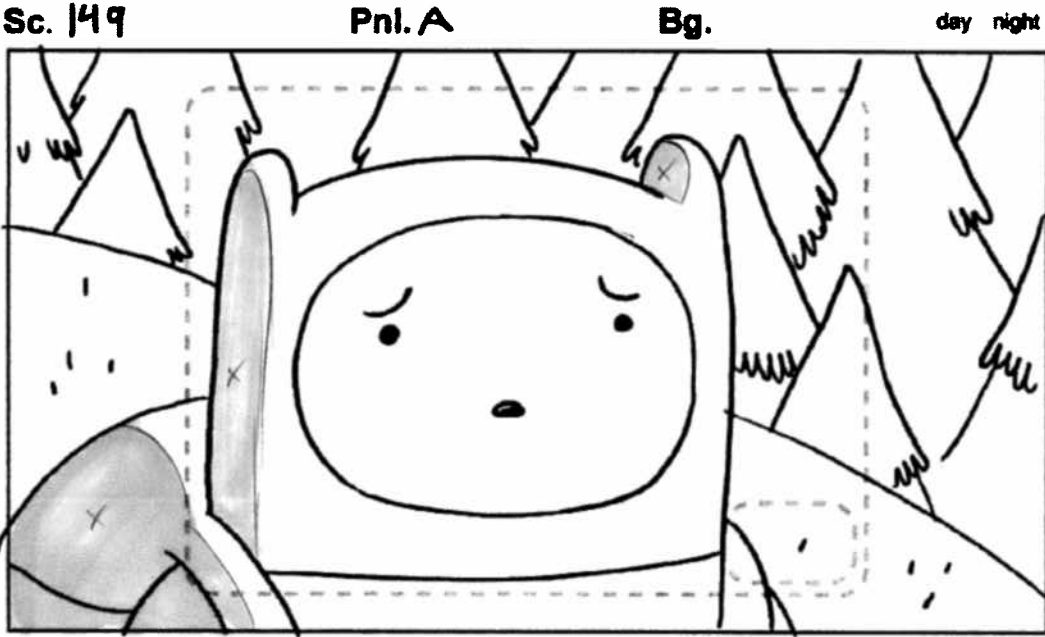
EPISODE # 1014-116


Production :

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ADVENTURE TIME



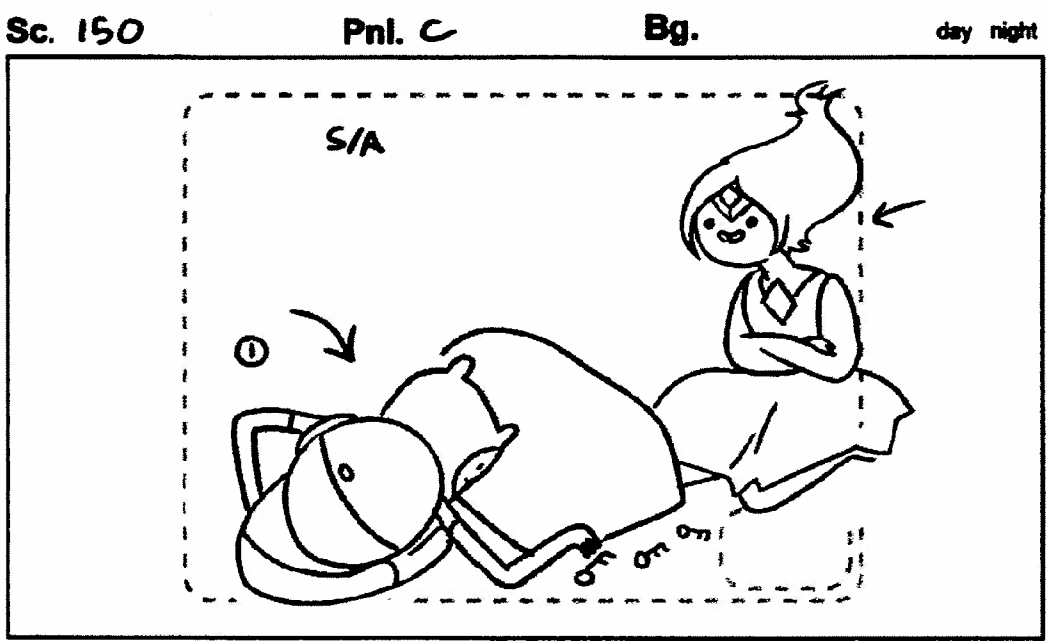
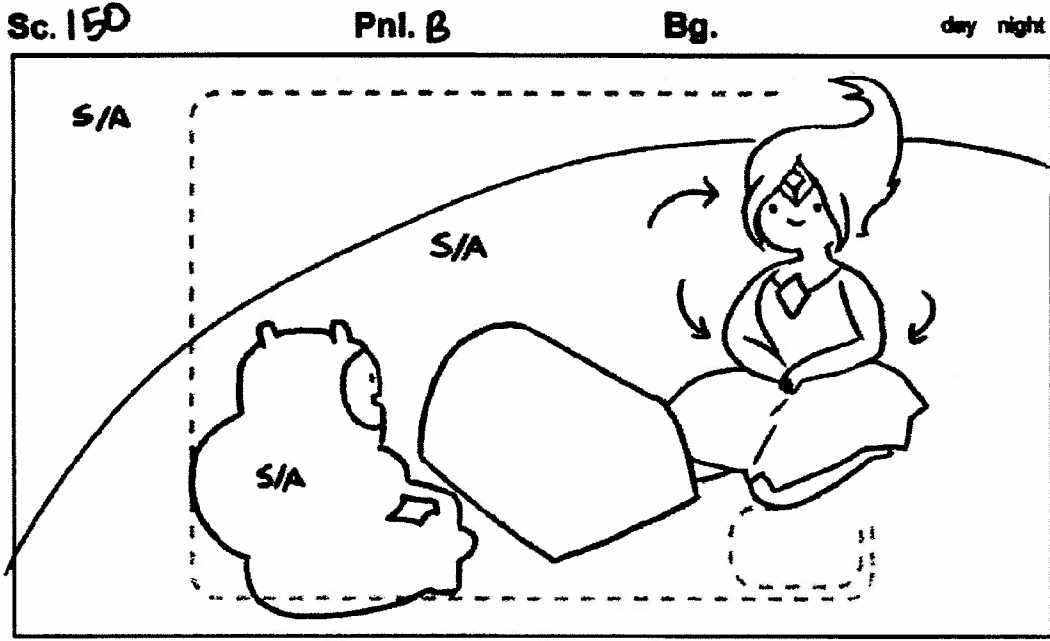
Dialog:	① UHM.	② I MEAN, LIKE, EVIL STUFF...
Action:	FP TOSSES KEY	
Timing:	① 	

EPISODE # 1014-116  
Production :



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ADVENTURE TIME



Dialog:	
① OH YEAH... COOL	② WE SHOULD GO AGAIN SOMETIME
Action:	
F-P SITS UP	FINN LEANS OVER TO PICK UP ANOTHER KEY
Timing:	
	③

EPISODE # 1014-116

Production :

# ADVENTURE TIME



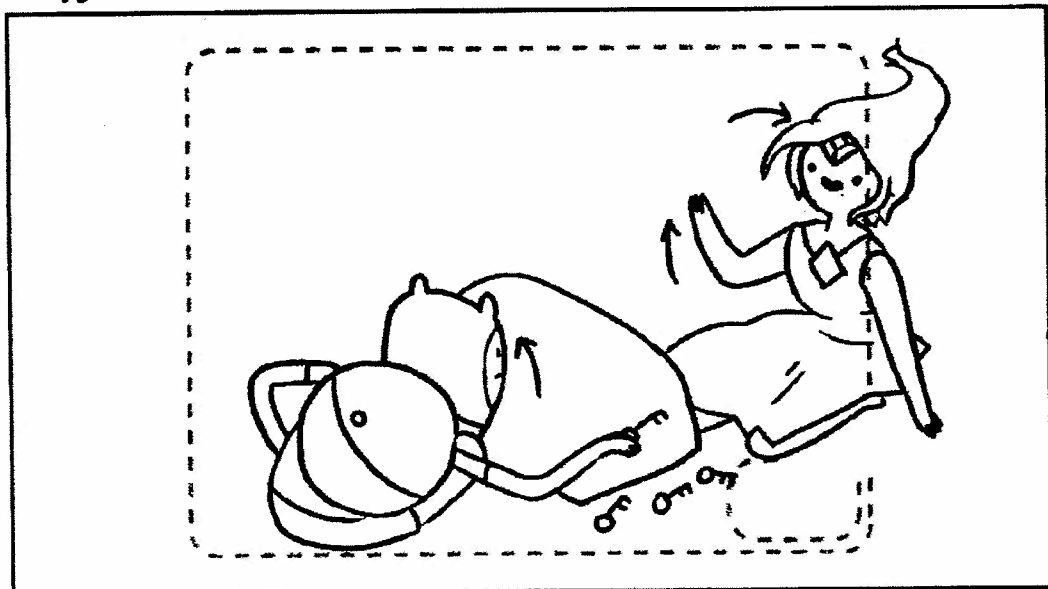
Page 251

Sc. 150

Pnl. D

Bg.

day night

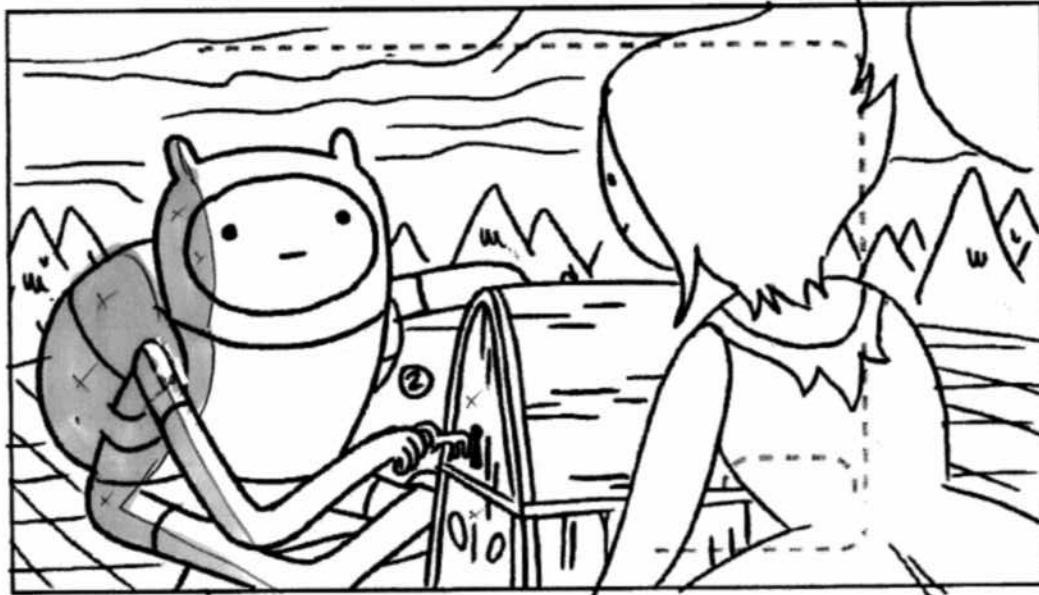


Sc. 151

Pnl. A

Bg.

day night



Dialog:

ⓕ DO YOU KNOW ANY OTHER  
DUNGEONS?

Action:

FINN LOOKS UP  
FP LEANS OVER

Timing:

EPISODE # 1014-116

Production :

# ADVENTURE TIME



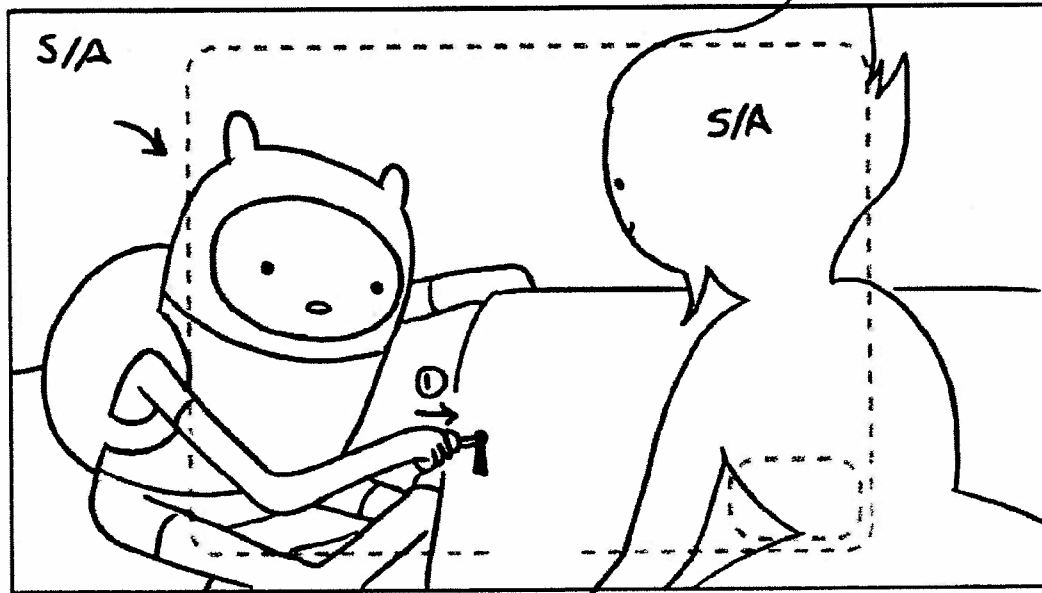
Page 252

Sc. 151

Pnl. B

Bg.

day night

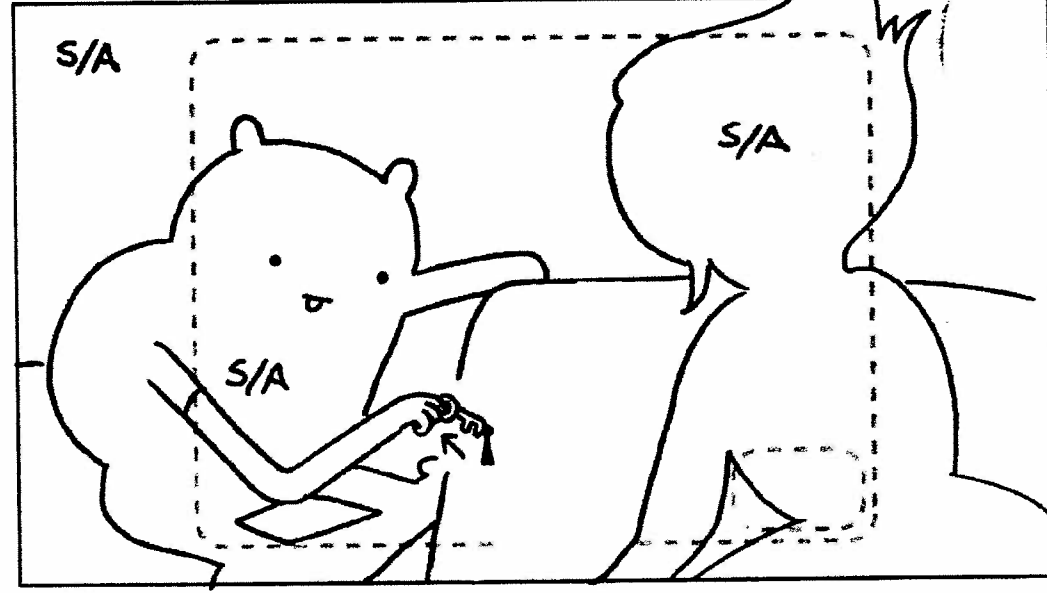


Sc. 151

Pnl. C

Bg.

day night



Dialog:

① MAYBE NEXT TIME WE SHOULD  
JUST GO TO, LIKE...

...

Action: F INSERTS KEY, JIGGLES IT

FINN REMOVES KEY

Timing:



EPISODE # 1014-116

Production :

# ADVENTURE TIME



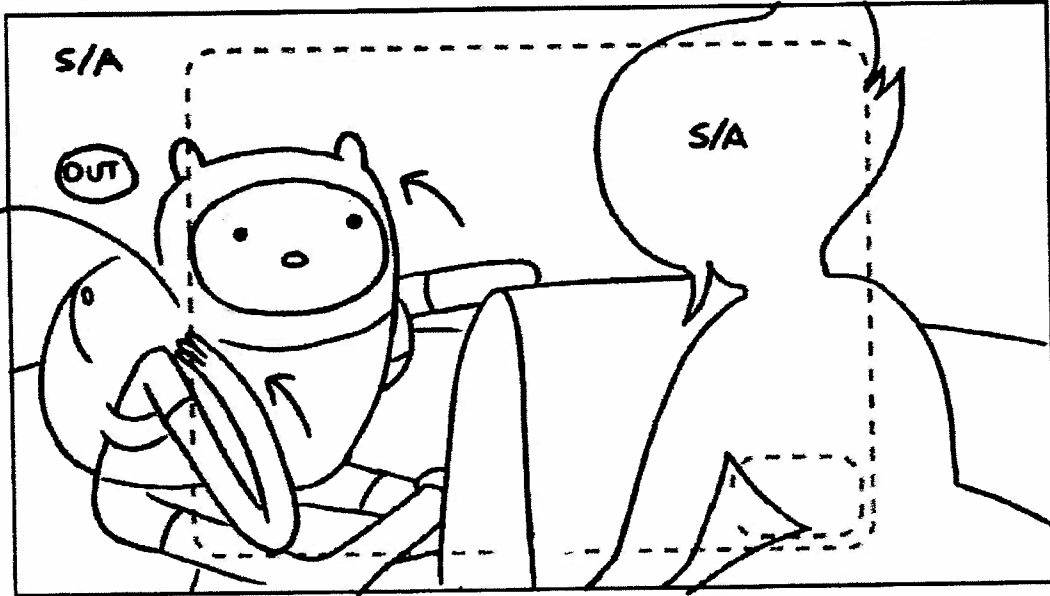
Page 253

Sc. 151

Pnl. D

Bg.

day night

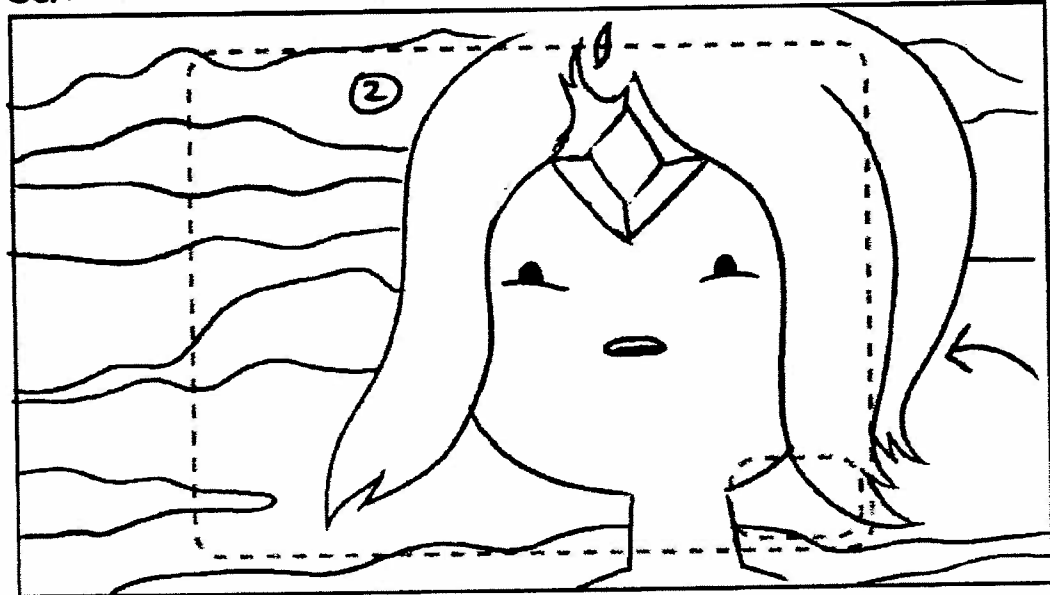


Sc. 152

Pnl. A

Bg.

day night



Dialog:

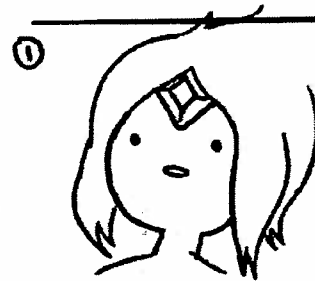
Ⓕ A FARMER'S MARKE



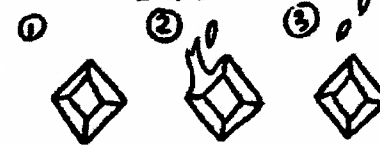
Ⓕ AND BURN IT.

Action: FINN LOOKS BACK UP AT FP  
F TOSSES KEY ASIDE

Timing:



• FP TILTS HEAD  
• FLAME BRIEFLY FLICKERS  
FROM GEM FOR WORD  
"BURN"



EPISODE # 1014-116

Production :

# ADVENTURE TIME



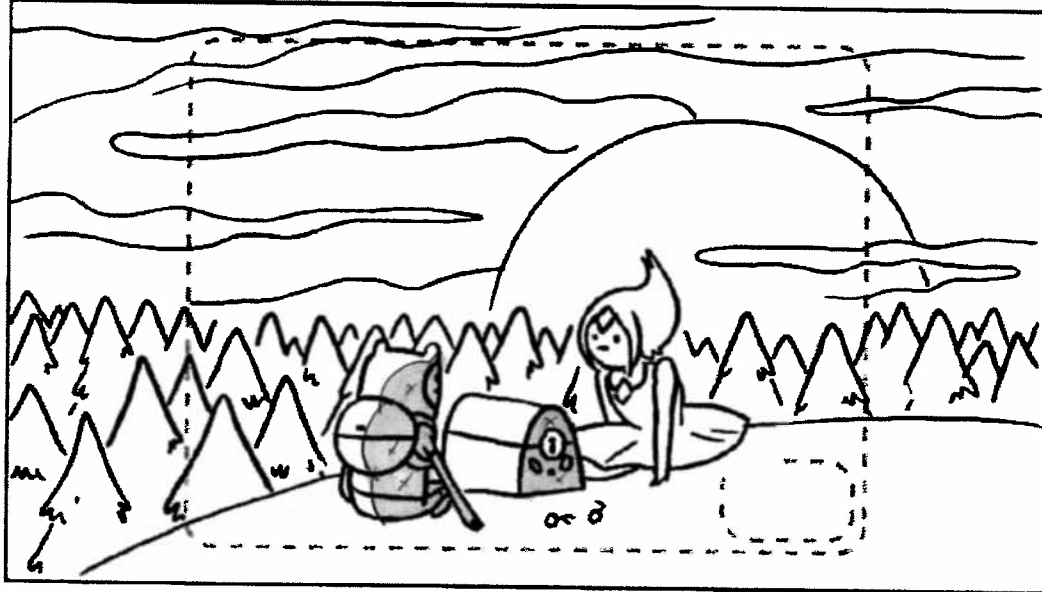
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Sc. 153

Pnl. A

Bg.

day night

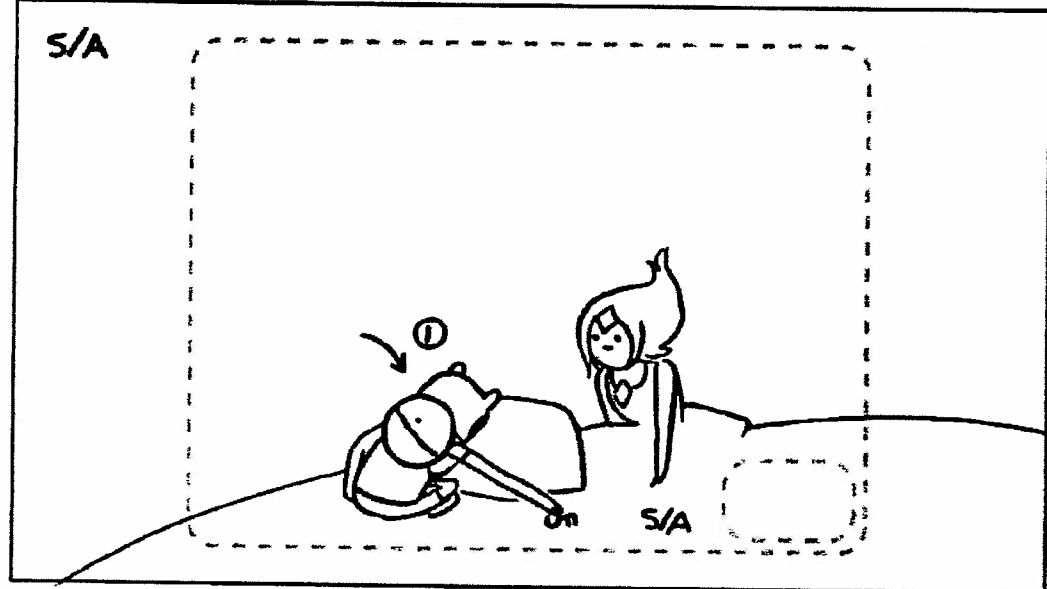


Sc. 153

Pnl. B

Bg.

day night



Dialog:

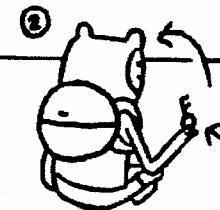
<beat>

Finn: Hmm

Action:

FINN GRABS KEY

Timing:



EPISODE # 1014-116

Production :

# ADVENTURE TIME



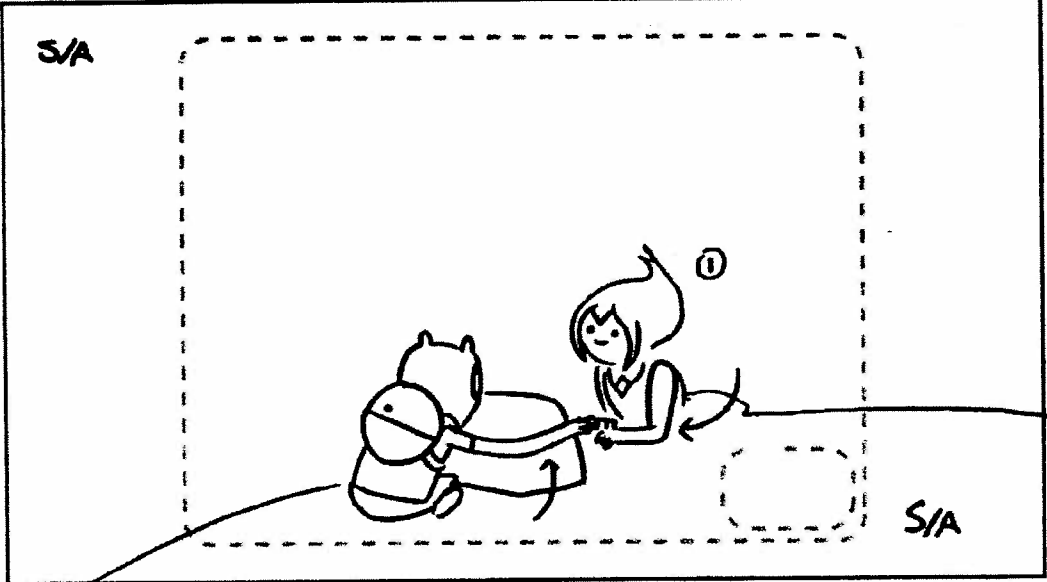
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Sc. 153

Pnl. C

Bg.

day night

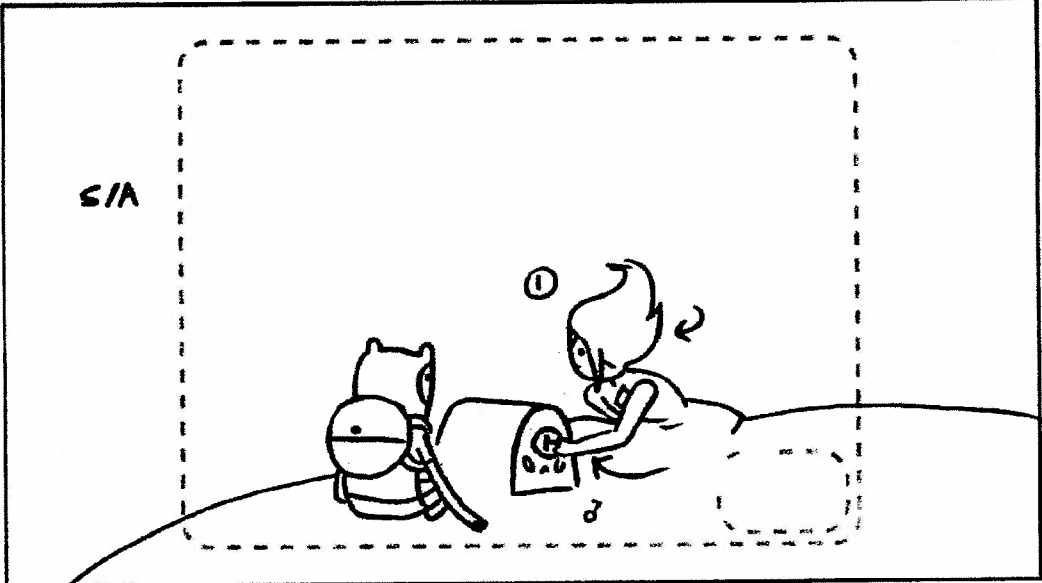


Sc. 153

Pnl. D

Bg.

day night



Dialog:

① TRY THIS KEY

SFX: \* CLICK \*

② [GASP]

Action:

FINN HANDS KEY TO  
FP

• FP PUTS KEY IN  
LOCK

• FP TURNS KEY

Timing:



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Production :

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# ADVENTURE TIME



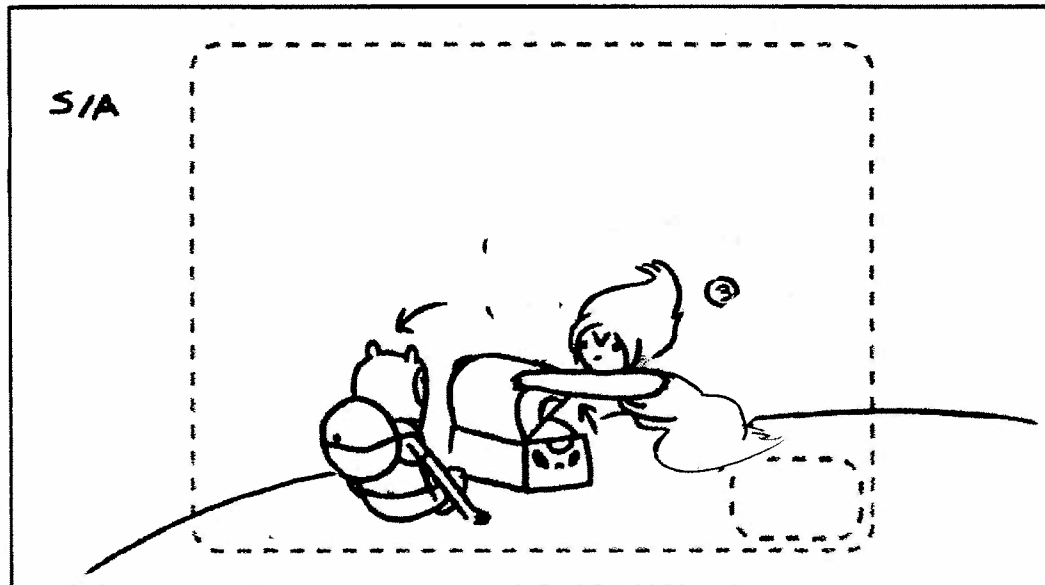
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Sc. 153

Pnl. E

Bg.

day night

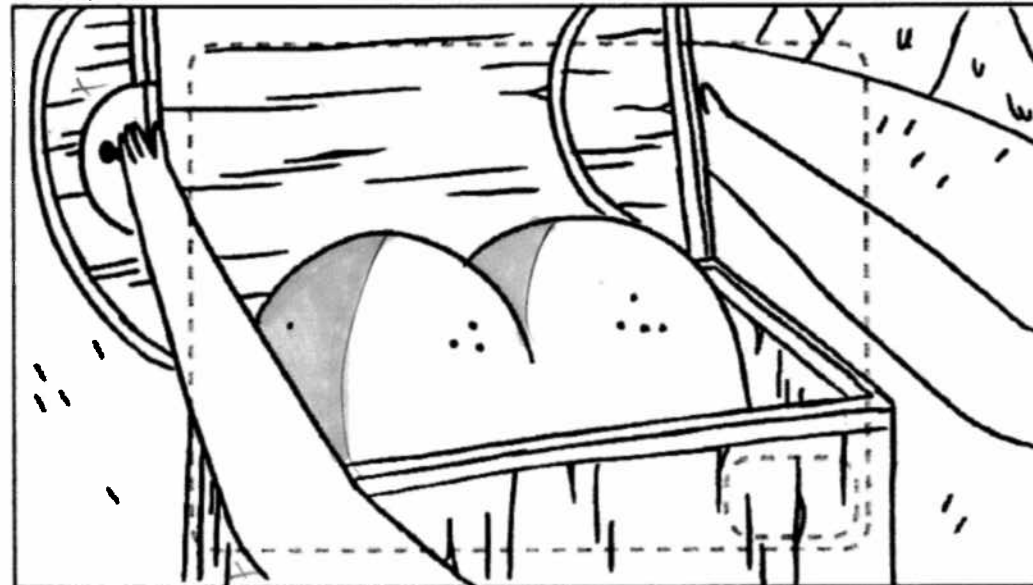


Sc. 154

Pnl. A

Bg.

day night



Dialog:

① WHAT IS IT?

Action:

· F LEANS BACK  
· FP OPENS CHEST

Timing:



EPISODE # 1014-116

Production :

# ADVENTURE TIME



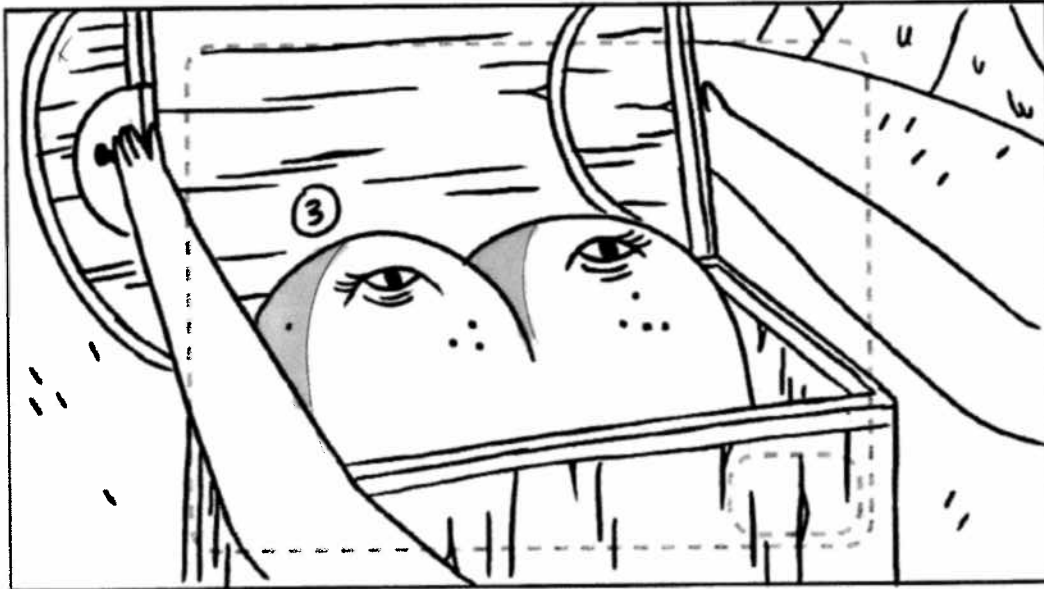
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Sc. 154

Pnl. B

Bg.

day night

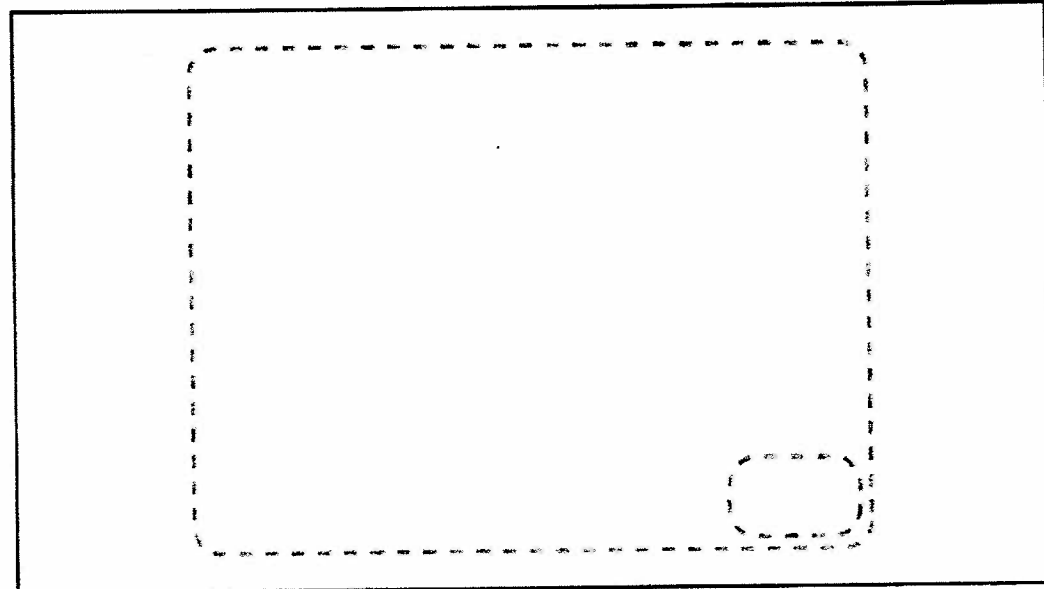


Sc.

Pnl.

Bg.

day night



Dialog:

ENO

Action: EXPRESSIONLESS EYES OPEN ON EACH CHEEK

Timing: ①



④

EPISODE # 1014-116

Production :